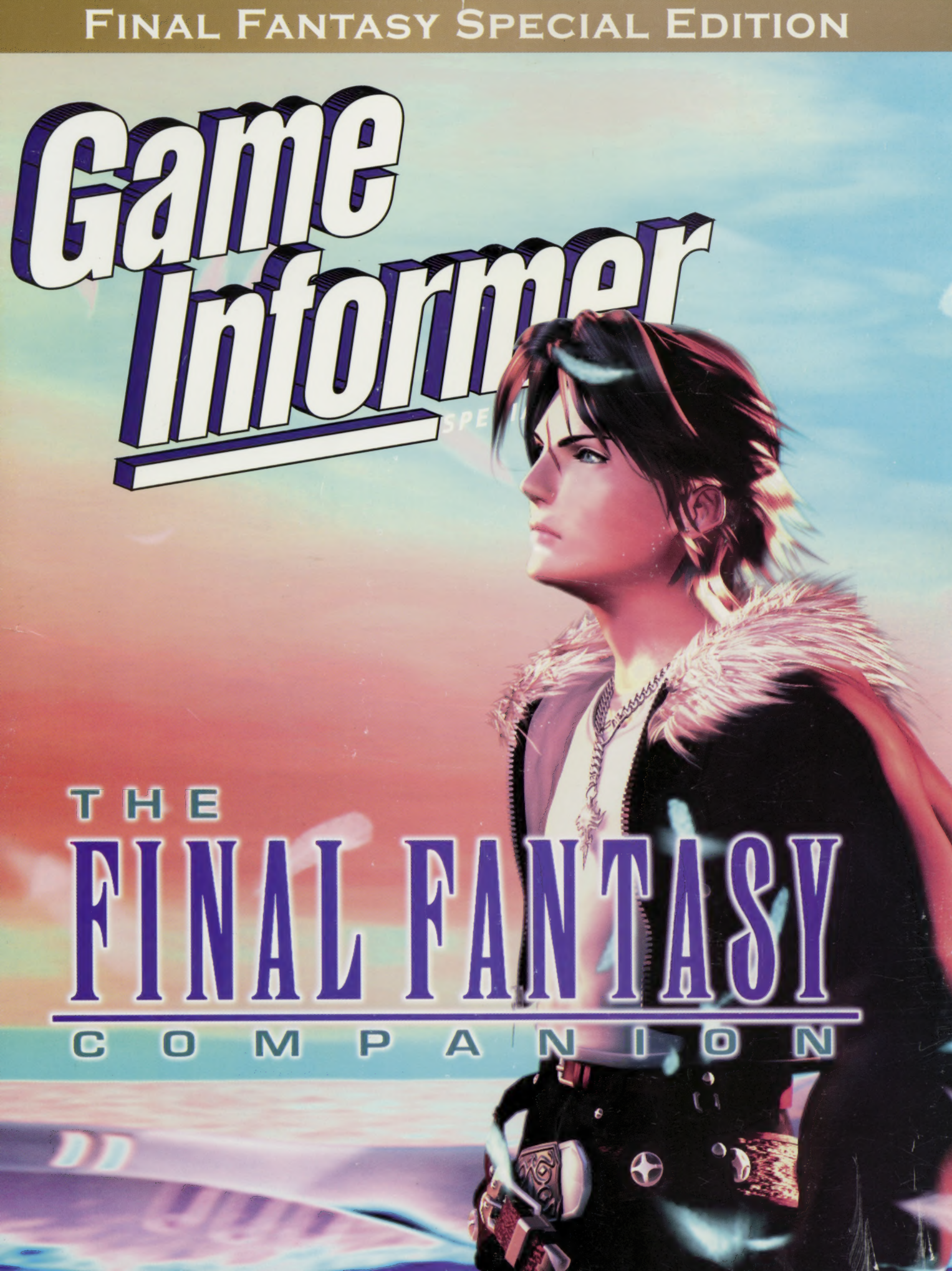
FINAL FANTASY SPECIAL EDITION

Game Informer



THE FINAL FANTASY COMPANION

Game Informer MAGAZINE

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FINAL FANTASY SPECIAL EDITION

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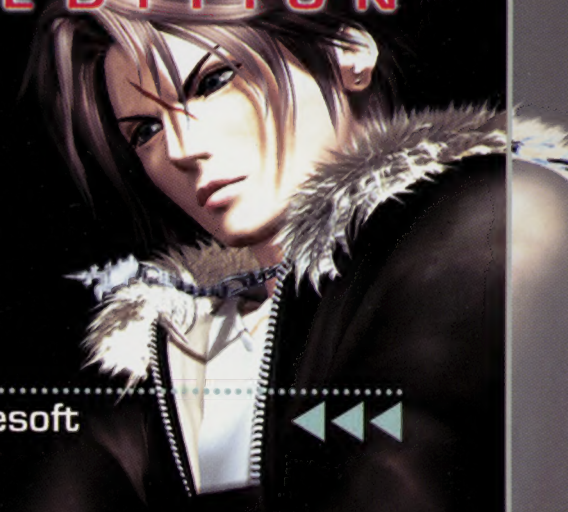
FINAL FANTASY

SPECIAL EDITION



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THE WORLD IS SQUARE

An In-Depth Look at the History of SQUARESOFT®

With millions of fans beneath its ever-expanding wings, Square Soft has sculpted some of the most remarkable video games of all-time. When it comes down to a role-playing juggernaut, there is no bigger game than Final Fantasy; and when it comes down to an unstoppable development house, Square Soft is hard to beat. Through eight consecutive games, Final Fantasy has been nothing but brilliant and completely enthralling.

But other than Final Fantasy and Square's current library, little is known about this developer. When was this company forged? And what was its first game? Everything you need to know about Square Soft is covered in the next couple of pages in a thoroughly researched timeline of this RPG powerhouse. As you learn here about the history of Square, you'll also discover when every Square Soft game has been released in both Japan and the United States. You'll unravel the mysteries of Final Fantasy on Game Boy, and also find out about dozens of Square Soft games that never made it out of Japan.

Read on, and enjoy. If you are a fan of Square Soft, or just a casual RPG player, we're sure you'll find these pages an interesting read.

story of

history of square

JAPAN

The world's most enthusiastic role-playing audience resides in Japan. On the eve of a new role-playing release, eager fans queue up, creating mile-long lines in the hopes of getting their hands on the latest adventure the video game industry has to offer. When Square Soft unveiled Final Fantasy VII for the Sony PlayStation, chaos reigned in the streets of Akihabara. Over 2.3 million units of Final Fantasy VII sold within three days, shattering all video game sales records. Japan loves its RPGs like America loves its wrestling. Many of Japan's role-playing games find immediate success and captivate millions, but none have come close to topping Enix's Dragon Quest series (Dragon Warrior in the States), or Square Soft's legendary Final Fantasy franchise.

While Enix has struggled with the development of a new Dragon Quest adventure for the PlayStation, Square Soft has already delivered two tremendous Final Fantasy adventures that have completely revolutionized the role-playing market. Never before had we seen role-playing games with the graphical prowess of Final Fantasy VII, and the newest innovator, Final Fantasy VIII. Sometime in the spring of 2000, Square Soft will more than likely whet the appetite of the Japanese market with a sneak peek of Final Fantasy IX, which has been rumored to be the last PlayStation Fantasy. With the end of this relationship comes a burning question. What console(s) will Square Soft develop for in the future? The Sega Dreamcast is the current temptation, but there's a chance that Square may remain loyal to Sony, or it could also reunite with its old ally, Nintendo. And there's also the chance that Square could develop for all three of these consoles.

Only time will tell...

NINTENDO FAMICOM

This is where it all began. This is where role-playing games came to power. Without the Famicom, RPGs might be quite different than what we see today. Both Final Fantasy and Dragon Quest debuted on this eight-bit workhorse. The Famicom housed the first three chapters of the ongoing Final Fantasy saga, and also landed the first four chapters of the Dragon Quest series. The Final Fantasy Famicom trilogy garnered such a large following that Square Soft re-released the first two adventures on one cartridge to meet the demand of the hungry Japanese market. Other than Final Fantasy, Square Soft struggled on the NES. Highway Star (Rad Racer in the States) received a mediocre response in Japan. Many of these games, including Final Fantasy II and III, didn't part the sea and make the pilgrimage to the United States.

Title	Date Originally Released
Teguzar	November '85
Kind Knight (King's Knight in U.S.)	September '86
Highway Star (Rad Racer in U.S.)	August '87
Final Fantasy	December '87
3-D World Runner	December '87
Deep Dungeon III	May '88
Final Fantasy II	December '88
Hanjuku Hero	December '88
Square's Tom Sawyer	October '89
Final Fantasy III	April '90
Final Fantasy I & II	February '94

NINTENDO FAMICOM FAMILY COMPUTER DISC SYSTEM

This add-on for Japan's eight-bit console debuted in 1986, but never made it to the States. The Disc System's drive is similar to a 3.5" floppy; however, the disc is shaped a little differently to avoid piracy. By 1990, this add-on sold four million units, but quickly fell out of the limelight when Nintendo unveiled the Super Famicom. As you can see, Square Soft stood behind this machine 100% and released nearly a dozen different games within four years. None of these games made it to U.S. soil, which is a shame, because Cleopatra no Mahou sounds awesome!

Title	Date Originally Released
Suisho no Ryuu	December '86
Deep Dungeon	December '86
Tobidase Daisakusen	March '87
Appletown Monogatari	April '87
Haokun no Fushingina Tabi	May '87
Yuushi no Monshou	May '87
Cleopatra no Mahou	July '87
Jikaishounen Met & Mag	July '87
Kariin no Ken	October '87
Moonball Magic	June '88
Akkusenki Raijin	July '88

SQUARESOFT

dreamquare

SQUARE KEY EVENTS

NINTENDO GAME BOY

This handheld machine, and iron man of the video game industry, played an important role in Square's RPG stable. Both Seiken Densetsu and SaGa debuted on this two-color portable. Seiken Densetsu and SaGa would later find their true calling on the Super Famicom and Sony PlayStation.

Title	Date Originally Released
Makaitoushi SaGa (Final Fantasy Legend in U.S.)	December '89
SaGa 2 Hihoudensetsu (Final Fantasy Legend II in U.S.)	December '90
Seiken Densetsu (Final Fantasy Adventure in U.S.)	May '91
Jukuuno Hasha SaGa 3 (Final Fantasy Legend III in U.S.)	December '91

NINTENDO SUPER FAMICOM

This is the machine that made Square Soft the unstoppable role-playing entity it is today. On this 16-bit playground, the Final Fantasy series evolved into a beautiful work of art that delivered breathtaking imagery and offered a new notion of storytelling. Along with the growth of Final Fantasy, Square Soft won over the hearts and souls of role-playing fanatics with the release of Chrono Trigger, Romancing SaGa, and Front Mission. Final Fantasy Mystic Quest, on the other hand, is the low point in Square's career. This game, created to teach U.S. gamers how RPG's work, was targeted toward children. The game did make it to Japan with the name Final Fantasy USA Mystic Quest. Toward the end of the Super Famicom's life span, Square teamed up with Nintendo and co-developed Super Mario RPG.

Title	Date Originally Released
Final Fantasy IV (Final Fantasy II in U.S.)	July '91
Romancing SaGa	January '92
Final Fantasy V	December '92
Hanjyuku Hero	December '92
Final Fantasy USA Mystic Quest	September '93
Seiken Densetsu 2 (Secret of Mana in U.S.)	October '93
Alchaest	December '93
Romancing SaGa 2	December '93
Final Fantasy VI (Final Fantasy III in U.S.)	April '94
Live A Live	October '94
Front Mission	February '95
Chrono Trigger	March '95
Seiken Densetsu 3	September '95
Romancing SaGa 3	November '95
Bahamut Lagoon	February '96
Front Mission Gun Hazard	February '96
Rudora no Hihou	April '96
Treasure Hunter G	May '96
Super Mario RPG (developed with Nintendo)	June '96

September 1983 – Square begins software development for video games as a division of Denyu Co. in Tokyo.

May 1986 – Square Co., Ltd. is established, and a tight-knit relationship with Nintendo is born.

March 1989 – Square Soft, Inc. is established in Redmond, WA to establish a U.S. presence and to ensure that a close relationship is kept with Nintendo.

July 1990 – The first Final Fantasy is released for the Nintendo Entertainment System.

October 1995 – Square Soft, Inc. is relocated to Marina Del Rey, beginning Square L.A. Some say that the entire Redmond team was fired, with only the computers spared.

August 1996 – Square Soft, Inc. moves to Costa Mesa, CA, positioning Square next door to sister company, Square L.A.

1996 – The eleven-year relationship with Nintendo ends. Square then announces development plans for the Sony PlayStation.

January 31, 1997 – Final Fantasy VII is released in Japan and, in the first three days, 2.3 million units are sold. Within two months, three million units are sold.

May 1997 – Square USA's Honolulu Studio is established for technology research. Square L.A. is renamed Square USA, and this time around, no one is fired.

January 1998 – Square Soft and Dream Factory team up with Namco to release Ehrgeiz, Square Soft's first arcade game.

April 27, 1998 – Square Soft and Electronic Arts come together to create two joint ventures to develop and distribute titles in Japan and North America. In Japan, Square publishes and distributes EA games under the guise of Electronic Arts Square. In America, Electronic Arts publishes and distributes Square games as Square Electronic Arts.

January 1999 – Final Fantasy VIII is released in Japan. While sales are outstanding, VIII doesn't garner the record breaking sales of the first PlayStation venture.

September 9, 1999 – Final Fantasy VIII is released in North America.

story of

history of square

SONY PLAYSTATION

Through the first half of 1997, Square kicked production into high gear and released a new game almost every other month. Unquestionably, Final Fantasy VII is Square Soft's crowning achievement. With the release of this three disc set, Square raised the standard, setting a new benchmark for all RPGs to follow. Square even re-released Final Fantasy VII to include the minuscule changes that accompanied the U.S. version. In this rehash, Square included an additional disc loaded to the hilt with in-depth tutorials and role-playing history.

As if it needed another hit on its hands, Square Soft's newest role-playing attempt, Xenogears, took the world by storm; and a new voice in the Final Fantasy universe, Tactics, was devoured by the most hardcore role-players and praised as one of the best titles ever made. Over a period of two years, Square Soft developed a slew of different role-playing games, almost too many for one gamer to consume. As we were trying to catch up and play all the way through Brave Fencer, Xenogears, and SaGa, Square dropped a bomb on our heads by releasing Final Fantasy VIII. Without question, a new bar was set with Final Fantasy VIII. This is the first Final Fantasy to incorporate realism, and it probably won't be the last.

Square Soft has also experimented with several different genres, and thanks to its subsidiary Dream Factory, has become a powerful presence in the fighting market. Both Tobal and Ehrgeiz stand as great fighting releases. Unquestionably, the PlayStation console has been a great host for Square Soft and its multitude of titles.

Title	Date Originally Released
Tobal No. 1	August '96
Final Fantasy VII	January '97
Pro-Logic Mah-Jong Hai-Shin	January '97
Final Fantasy IV	March '97
Bushido Blade	March '97
Power Stakes	April '97
Tobal 2	April '97
Final Fantasy Tactics	June '97
DigicalLeague	June '97
SaGa Frontier	July '97
Front Mission 2	September '97
Final Fantasy VII International*	October '97
Power Stakes Grade 1	October '97
Einhander	November '97
Front Mission Alternative	December '97
Chocobo's Mysterious Dungeon	December '97
Super Live Stadium	January '98
Xenogears	February '98
Parasite Eve	March '98
Hai-Shin-2	March '98
Final Fantasy V	March '98
Bushido Blade 2	March '98
Power Stakes 2	April '98
Soukaigi	May '98
Brave Fencer Musadshiden**	July '98
Another Mind	November '98
Ehrgeiz	November '98
Chocobo's Mysterious Dungeon 2	December '98
Internal Section	January '99
Final Fantasy VIII	February '99
Final Fantasy VI	March '99
Final Fantasy Collection	March '99
Chocobo Racing	March '99
Cyber Org	April '99
SaGa Frontier 2	April '99
Racing Lagoon	June '99
Seiken Densetsu 4: Legend of Mana	July '99
Front Mission 3	October '99
Dew Prism	October '99
Chrono Cross	December '99
Vagrant Story	December '99
WonderSwan	
Japan received an unexpected surprise when Square Soft ported Chocobo's Mysterious Dungeon to Bandai's black and white handheld, WonderSwan. Other than this, Square hasn't commented on any further development with the WonderSwan, and has made no gesture toward developing for the Neo Geo Pocket Color or the Game Boy Color.	
Chocobo Mysterious Dungeon	June '99

* (Final Fantasy VII in U.S.) **(Brave Fencer Musashi in U.S.)

hironobu sakaguchi

SQUARESOFT

dare square AMERICA

Square Soft is the heart of American role-playing. Although almost every Square Soft game is developed in Japan, now and then, the U.S. arm has taken on the developmental process, creating Final Fantasy Mystic Quest, Secret of Evermore, and Parasite Eve. As it stands now, Square USA is currently working on Parasite Eve 2, and we can only speculate that the success of the first Parasite Eve will bring on more U.S. developed games.

NINTENDO ENTERTAINMENT SYSTEM

Square Soft danced around the U.S. audience with a handful of different properties, attempting to forge an identity on foreign soil. As strange as it may seem, Rad Racer was actually Square Soft's biggest hit on the NES. Before Square capped off development for this eight-bit console, it translated Final Fantasy in the summer of 1990. If not for the North American success of Enix's Dragon Warrior, we may have never seen this Final Fantasy release. It took Square three years to bring it over.

Title	Date Originally Released
3-D World Runner	September '87
Rad Racer (Highway Star in Japan)	October '87
King's Knight (Kind Knight in Japan)	September '89
Rad Racer II	June '90
Final Fantasy	July '90

Rad Racer

NINTENDO GAME BOY

None of these games are actual Final Fantasy products. To better accommodate the U.S. audience, Square Soft changed the names and gameplay elements of these games. Final Fantasy Adventure is actually Seiken Densetsu, and the Final Fantasy Legend series is SaGa.

Title	Date Originally Released
Final Fantasy Legend (Makaitoushi SaGa in Japan)	September '90
Final Fantasy Legend II (SaGa 2 Hihoudensetsu in Japan)	November '91
Final Fantasy Adventure (Seiken Densetsu in Japan)	November '91
Final Fantasy Legend III (Jukuuno Hasha SaGa 3 in Japan)	September '92

SUPER NINTENDO

As you can see from the list of Super Nintendo games, Final Fantasy for the NES was a smashing success. All of Square's Super Nintendo games are RPGs, and all of them are blockbusters. Of course, Final Fantasy was a favorite, but Chrono Trigger may have actually been the most popular of the Super Nintendo RPGs.

Title	Date Originally Released
Final Fantasy II (Final Fantasy IV in Japan)	November '91
Final Fantasy: Mystic Quest (USA in Japan)	October '92
Secret of Mana (Seiken Densetsu 2)	October '93
Breath of Fire (Developed by Capcom)	August '94
Final Fantasy III (Final Fantasy VI in Japan)	October '94
Chrono Trigger	August '95
Secret of Evermore	October '95
Super Mario RPG: Legend of the Seven Stars	May '96

Secret of Mana

Final Fantasy Mystic Quest

Final Fantasy III

PLAYSTATION

With the U.S. role-playing market growing in size thanks to Square's awesome SNES lineup, the PlayStation has landed more RPGs than any other console in the U.S. Another reason for the sudden growth of RPGs is that Japan is going hog wild with PlayStation development. As it stands now, Square Soft has developed over 40 different games for the Japanese PlayStation. Thus far, we've seen only 15 of these games here in the States. The only significant series that still hasn't made it to the U.S. is Front Mission. Square Soft began developing this mecha franchise on the Super Famicom, and has already released three additional Front Mission titles for the PlayStation. It's only a matter of time before we see this series, especially if Square continues to port games at its current pace.

But really, as long as Square Soft continues to translate the Final Fantasy games, and its most popular role-playing series, like Chrono Cross and SaGa, the U.S. audience should remain fully captivated and in pure ecstasy. All we need now is an NES collection of Final Fantasy trilogy.

Title	Date Originally Released
Tobal No. 1	November '96
Final Fantasy VII (Final Fantasy VII International in Japan)	September '97
Bushido Blade	October '97
Final Fantasy Tactics	February '98
SaGa Frontier	May '98
Einhander	May '98
Parasite Eve	September '98
Bushido Blade 2	November '98
Xenogears	November '98
Brave Fencer Musashi	December '98
Ehrgeiz	June '99
Chocobo Racing	August '99
Final Fantasy VIII	September '99
Final Fantasy Anthology (Final Fantasy Collection in Japan)	October '99
Chocobo's Mysterious Dungeon	December '99

Front Mission 3

Chrono Cross

Dew Prism

FINAL FANTASY V WALKTHROUGH

CHAPTER ONE

THE TYCOON METEOR CRASH

The game opens with Bartz riding on Boko the Chocobo. Go East to the meteor crash site. Once you get off Boko, continue East. Eventually, you'll encounter two Goblins up to no good in the forest. Fight them. Afterwards, you have a chat with Reina and Galuf. They leave for the Wind Shrine. Grab the Phoenix Down that's to the right and then exit the site.

Item: Phoenix Down

TO THE PIRATE'S HIDEOUT

When you're once again in charge of Boko, head North from where you began. Fight Goblins until Reina and Galuf join the party. After talking to them, head further North until you see the cave entrance. Go in and fight your way through the caves until you come across a pirate up to something funny. Mimic his action to open the door. (Face the switch and press ✖ to open the door. Don't forget the Leather Cap in the chest.) Once you've busted into the Pirate's Hideout, go to the pier and board the ship. Try to steal the ship by pressing ✖ at the steering wheel. You get busted, but apparently crime does pay because Faris (Arrr!) joins your party and you will gain control of the ship here. A pirate will ask you if you want him to sail for the Wind Shrine. Since you probably don't know where it is, it's a good idea to say Yes.

Item: Leather Cap

THE WIND SHRINE

(Recommended Level : 5)

Enter the Shrine and head into the left room to get the low down on King Tycoon. Be sure to pick up the free Tonics from one of the dudes at the bottom of the room. Go out and to the right, then go up the stairs to the 2nd floor. Go all the way to the left to get a Tent. Go back and down to the Save Point, then continue forward. On the next screen, go up the right-hand stairs to get the Leather Cap. Go back to the left staircase to get to the 3rd floor. Go all the way around. Before fighting the boss, Wingrapter, pick up the Broadsword in the room to the left. After defeating Wingrapter, go straight up to continue forward. Go up until you reach the 5th floor and meet King Tycoon. After the event, get the Crystal Shards (and your first Jobs), then exit using the Warp Zone behind the alter.

Items: Broadsword, Leather Cap, Staff, Tent

New Jobs: Black Mage, Blue Mage, Knight, Monk, Thief, White Mage

Boss: Wingrapter, 250 HP

Attack when he opens his wings. If you attack when they're closed, he'll counterattack with Nails. Heal and Guard while his wings are closed.

OFF TO TULE

It wouldn't hurt to walk around outside for a bit, get accustomed to the new classes, and gain some ABPs for everyone. When you're tired of that, go to Tule and be ditched by Faris (Arrr!) and the pirates. You should gather information about Torna Canal and Walz, as well as buy all the magic spells, potions, weapons, and armor you'll need. Visit Beginner's House before leaving if you want to get a tutorial in FFV's combat and Job system. Pick up a Phoenix Down and Tonic in the barrel and pot on the left side of the room. Find a Tent in the box and 100 GP in the chest next to the stairs.

Go through the hidden path between the pot and the green guy. Go up and right to find another chest holding an Ether. (A Thief will automatically be able to see the hidden path.) Go upstairs and open the chest there. Fight some monsters to get Leather Shoes. Go back down and talk to the girl to leave.

Go up to the North end of town and search the box on the left before crossing the moat to find a Tent. Also search the barrel on the right to get a Tonic, and search the barrel to the right of the Inn to pocket 150 GP. Visit Zok's house to get the key to Torna Canal. Before leaving the village, go to the Pub and go upstairs. Walk into the room on the right and see something that will forever change your perception of Faris (Arrrr?). Leave the village and sail for Torna Canal by going East.

Items: 100 GP, 150 GP, Ether, Leather Shoes, Phoenix Down, Tent x 2, Tonic x 2

TORNA CANAL

(Recommended Level: 6)

If you need to get some experience and ABPs, walk back and forth on the peninsulas surrounding Torna Canal. You'll toughen up real quick. Open the Canal door with the key you got from Zok. Make your way through the Canal until you reach a whirlpool. Here you will fight the boss with the wimpy name, Karl.

Boss: Karl, 650 HP, Weakness: Bolt

As his name suggests, Karl isn't too tough. Physical attacks will take care of him just fine, but if you're having trouble, make some Black Mages and some Knights. Have the Black Mages cast Bolt at Karl while the Knights Guard.

SPOOKY SHIP GRAVEYARD

Once you've awakened, head downstairs. If you need to rest, head into the room at the right. From there, go out and start heading to the right. At the fork, go down and press ✖ while standing on the rock and holding down on your control pad to reveal more rocks. Go down to find a Flail in a chest. Go back up and right at the fork. When you come to the half-sunken ship, go to the wheel and press ✖. Continue down the stairs on the right. Go left a few steps and into the lighted doorway to find a Tent in a treasure chest. Walk back out, to the right, and then down. In the next room, go down on the left, then go down the stairs on the bottom right. Pick up 990 GP (score!) from a box in the middle.

Go up on the left and make a right to find doors leading up and down. Go up and get a Phoenix Down from a chest you can access by going down the left staircase in the room. Go back out and down through the lighted door. In the next room, go down through the lighted door. Here, you'll see a cutscene and the party will rest. When you wake up, go through the door on the right to a Save Point. Go up a few screens and you'll be back on top of the ship.

Go right. When you reach the rock, don't cross it because you'll just wind up in a dead end. Instead, go down the broken wooden walkway.

At the bottom, jump across the rock and go right to hop on the ship. Go into the only room there and find the World Map (it's pretty important to find this). Go down the right staircase to find more treasure. The chests on the left and middle both contain Antidotes. The last chest on the right contains a Phoenix Down. Go back out the way you came. Hop across the rocks to the right, open the treasure chest to see a cutscene, then continue up. Hop across to rocks on top and it's time to fight Siren. Upon thrashing Siren, go up to continue your journey.

Items: 990 GP, Antidote x 2, Flail, Phoenix Down x 2, Potion, Tent, World Map

Boss: Siren, 900 HP

Siren has two states, the first one is normal, while the second is undead. Attack physically during Siren's first form. When she changes to undead, use Fire or Cure spells. If you really want to be nasty, make the whole party into White Mages, guard until she changes to undead, then have everyone cast Cure on her.

KERWIN

Walk Southeast from where you exited the Ship Graveyard to reach the town of Kerwin. Go through the tunnel on the right. When you get through, head right and walk down toward the boxes on the bottom. Go between the boxes and maneuver your way to the left under the balcony. Grab the Ice Rod from the bottom left box. Go back out and talk to the green-haired girl (crazy punk rockers!) to learn about the Dragon. Enter the Pub and talk to the guy upstairs to get the 411 regarding the Dragon. If a party member is a Thief, you'll be able to see the hidden passage to the left of the main room. Go through the passage to get behind the bar. Check the upper-left pot to get 1000 GP. Get information on Walz and the Flying Dragon on North Mountain. If you need to get new equipment for everyone's new Job, now's the time to get it.

Items: 1000 GP, Antidote, Cottage, Ice Rod

NORTH MOUNTAIN
(Recommended Level: 9)

From Kerwin, go Northeast to reach the Mountain. If you get lost, check your World Map by pressing ■ (the North Mountain is the Northeastern most flashing point). After entering the Mountain, go up to enter the cave. Once inside, head left and down to pick up a Phoenix Down. Go back up, left, then down again to find a Soft. Go back up and exit the door to your left to continue. Once outside, continue up and to the right until you reach another cave entrance. Go in, then down, and out the door on the right. When you're outside, be careful not to touch the poisonous plants. (You'll know you're poisoned from the screen flashing strangely. Use an Antidote to cure this status. As a general rule, never put Chinese Herbs on your booty.) Go up the bridge to the other side and go left. Back inside, you'll find a Save Point. Continue to the left to fight Faltzer and Magissa. After the fight, go left, then up, and you'll meet the Dragon at the top. Watch a touching scene and you'll acquire the Flying Dragon.

Item: Golden Needle, Phoenix Down

Boss: Magissa, 650 HP; Faltzer, 850 HP

Their magic attack does quite a bit of damage, so if you get hit with one, heal up right away before another one comes. All magic is effective against both Magissa and Faltzer. If you want to end the fight quickly, make four Monks and beat Magissa before she calls to Faltzer.

PRELUDE IN WALZ

Take the Flying Dragon South until you see Walz Castle. Land nearby and enter the town of Walz. Talk to King Walz. The second meteor will crash. Head toward the site, which is located Northwest of Walz Castle. Don't go to the water tower or basement yet (unless you need a lesson in humility), you'll be back later. Go ahead and explore the Castle to find some items.

Items: 490 GP, 1000 GP x 2, Elf Cloak, Phoenix Down, Speed, Tent

WALZ TOWER
(Recommended Level: 11)

Chat with King Walz in the middle of the Tower (man, he's fast) and proceed to the top. Once you get to the fallen monarch, walk to the left and get in the water. Go down a bit, then climb some vines to reach the Silk Robe in the chest to the left of the Save Point. Fall back down the hole (it doesn't hurt) and go North. In the next room grab all the treasure. When you come to a dead end, climb up the vines to find stuff and the way to go on. Fight Garula at the top and pick up the Crystal Shards. After the cutscene, exit through the door behind the altar. When you awaken, you can go straight to the new meteor and warp to the third, but it would be in your better interest to go to Tycoon Castle first.

Items: Ether, Maiden's Kiss, Silk Robe, Silver Bracelet,

New Jobs: Berserker, Red Mage, Sorcerer, Summoner, Time Mage

Boss: Garula, 1200 HP

Garula is a pretty straightforward boss that mainly does physical attacks. If you're having trouble, just switch everyone to Monks and/or Knights and smack him around like there's no tomorrow.

TYCOON CASTLE

If you've switched Jobs, cruise around outside for awhile to get the hang of the new abilities. With that done, go to Tycoon Castle, talk to people, and get stuff. Once you enter, go straight up to speak with the Chancellor. After the cutscene at night, search all the rooms to gain some treasure. Go out and to the left. Enter the door on the left with the single guard standing next to it. Go up the right side of the walkway to enter into a storehouse. Work the switch on the back wall. This will open a hidden pathway. (A Thief will be able to see it.) There you will meet the Chancellor. Get the Shuriken, Katana, and Monster's Bell in the chests. You can get this treasure any time after you've acquired the Flying Dragon.

Items: Cottage x 3, Elixir x 2, Ether x 2, Heal Rod, Hi-Potion, Katana, Maiden's Kiss, Monster's Bell, Phoenix Down, Shuriken

WALZ CASTLE

Converse with the soldier from Karnak and King Walz to get the scoop about the third meteor near Karnak. Find the King in his room located up the Northeastern staircase. Go into the meteor near Walz and warp to the third meteor near Karnak.

IN KARNAK

Upon your arrival at the third meteor, walk Northwest, then head South after you've walked around the Northern tip of the mountain range to reach Karnak. Buy anything at the Weapon Shop to trigger a cutscene where the soldiers of Karnak catch you and throw you in jail. Just another example of The Man keeping you down.

Now you're on lockdown. Wander around for a few minutes in jail until Cid uses the bomb in his cell. Once Cid breaks the wall, talk to him and he'll ask you to help him stop the shattering of the Fire Crystal. Before going to the Fire Ship, go to Karnak and buy the best of everything (why not pamper yourself?- you deserve it!) Head back to Walz Castle to get Shiva (living on the water tower). Be sure to get

Fire 2 from Karnak's Magic Shop. You can learn the Blue Magic ???? from WildNak in the forest near Karnak.

FIRE SHIP
(Recommended Level: 13)

Pass through the door that Cid leads you to and descend the right staircase. Continue down and go to the center staircase to descend one level. Once you enter the Ship's internal maze, enter the first door with the red arrow to get a Mythril Glove. Climb the ladder on the far left and enter the dark opening until you are on the next screen. Go right and up until you reach an Elixir, then go back out the way you came. Get the chest in the upper left that contains a Cottage. Go down the ladder on the far right-hand side and continue down the staircase. This will lead to another room containing another Elixir.

After you are done collecting all the items, go up the last ladder on the upper right and go through the door. Here is an elevator. Board the elevator, then hit the switch on the left to activate it. Ride it to the next screen then exit the door on the bottom side. When you leave the elevator, don't forget to pick up the Phoenix Down on the right. Go up the far left walkway and go through another door at the top. You will now be in another elevator room. Once again hit the switch on the left to activate the elevator. This will take you down to another room. Again, exit the elevator through the bottom door.

When you get outside head left and climb the ladder to walk through the ventilation shaft. Follow it to the right and down until you appear on the bottom side of the room. Go in the door above you to reach another elevator room. Activate the switch and the elevator will take you up. Leave the elevator again and you will now be in a room with three doors and four ventilation openings. Take the bottom right vent opening and you will fall into an area with a small conveyor belt and door to your left. Instead of going to the door, go right and down into another ventilation shaft. In the shaft, go to the left and down until the screen changes. When you reappear simply push up on your control pad to go up another vent shaft to get a Green Beret in the chest above you. (If you move any other direction besides up when you reappear out of the first vent shaft, you will have to go to the ladder and back down.)

After getting the Green Beret, take the ladder to the right of the chest to exit. Go over the conveyor belt, then up through the door to take the elevator back to the room with the four vent openings. Take the second vent opening from the right to get a Thief Glove. Go up through the door above you and you will be back in a previous room. Go up on the left and take the same route as you did to return to the room with the four vent shafts. Finally, take the third opening from the right. Once you fall down, go up the staircase to the right. When you reappear, walk up one step and hit the switch to open a hidden door above you. Go through the door and pick up a Moon Ring.

Go back down and now take the door to the left. DON'T GO UP THE CONVEYOR BELT ON THE RIGHT. This will take you to an elevator room leading back to the room with the four vents. Go into the left door and you will find a Save Point. It's not a bad idea to save and heal up before continuing. Proceed up through the door to find another maze.

THE MAZE SOLUTION

Go up and activate the first switch to your left. This should make the platform you are standing on move up. Hop off the platform and activate the upper-left switch before going down to the farthest switch you can see to your left. Activate this switch and it should extend the platform you are standing on. Run across the platform to the right and activate both switches that you come up to. This should move more platforms around. Walk down to the left and hop on the square shaped moveable platform. Stand on the right side of the switch and activate it. This should move you and the platform upward. Go to the left and up the ladder to get an Elixir in the chest. Proceed through the upper-right door. Be prepared for a fight.

Items: Cottage, Elixir x 3, Green Beret, Mythril Glove, Moon Ring, Phoenix Down, Thief Glove

Boss: Liquid Flame, 3000 HP, Weakness: Ice

This should be obvious, but as soon as he hits you with Flame, heal up. When he is shaped like a hand, don't cast anything at him. Otherwise, Ice spells are very effective. If you want to teach Liquid Flame some manners, make two or three Black Mages and chill this mutha out.

GET OUT OF KARNAK CASTLE

Quick Tip: This section has a time limit. Fighting will eat up valuable time, so make a Thief in your party with the ability, Flee! This way, you'll be able to run from all encounters except the one in the chest. It's also handy to have a Black Mage that can cast Fire 2, Ice 2, and Bolt 2.

Leave the crystal room from the hole. You have 10 minutes to leave this Castle or you'll be toast. After the Save Point (which you should really use), run up the staircase. Open the two chests you see on the way. Go up the upper-right staircase. Run from everything. Once you go up the staircase, get the two treasure chests located on the right and left of the room. Once you got those, go through the central door. After going through the door, just run around to get into the door on the lower screen. There are no treasures here. Hurry through the next floor (no treasure here either).

Once you reach the carpeted room, go through the upper-right staircase. Run to the lower exit. Run South along the Castle wall and get Main Gauche. Return to the room where you came from and run up the staircase in the upper-right corner. Run left across the exterior of the Castle, then descend the staircase. Go down to the lower exit of the room. Run down the Castle wall to get the Elf's Cloak. Return to the room where you came from, run down the center staircase, and you should end up in the carpeted room again. Go down and open the two chests on the right and left. Exit through the lower door and escape. Boss time.

Items: 2000 GP x 3, Elf's Cloak, Elixir x 6, Esna, Main Gauche, Raijin no Jutsu, Ribbon, Shuriken

New Jobs: Geomancer, Ninja, Trainer

Boss: Iron Claw, 900 HP

Iron Claw's normally in Sergeant form, but doing damage will cause him to shift. Cure the character that gets hit with Death Claw immediately. Other than that, strike fast and true.

KARNAK

After getting the new Crystal Shards and Job classes, board the ship and talk with Cid. After Cid takes off, look for him in Karnak. You'll find him in the second floor of the Pub. Talk to him again. Leave Karnak and walk West on the World Map to find the Library of Ancients.

LIBRARY OF ANCIENTS
(Recommended Level: 16)

The wall that blocked your passage West is now gone. Head West from Karnak. Make sure to walk around the desert to avoid encounters with very difficult enemies (or try your luck if you think you're a tough guy). After going around the desert, head South to reach the Library of Ancients.

When you reach the Library, it would be wise to use a Tent and save your game. After speaking with everybody at the Library, go to the basement dungeon of the Library from the left door on the first floor. Once you enter, run straight into the bookshelf in front of you to open

a hidden passage. Go left and run into the hole in the shelf to open another passage. Go to the right and down through the holes in the bottom two shelves. When you make it through, go up the ladder on your right and go to the right. Go up and open another passageway. Go down and to the right (past the ladder) and run into the wall to open another passage.

Descend the ladder, head to the left, and up to the top shelf. When you hit the shelf, go right and run into the missing floor tile. Press ✖ to open a hidden hole. Walk into the hole. Go down and to the right to pick up Ether. Go back to the left and down out the door. In the next area, descend the right-hand ladder and then up the ladder on the far left. Hit ✖ while facing the bookshelf to reveal an opening. Go in and up until you reach a room with a red book. Walk up to it and hit ✖ to open the book and get into fight with Ifrit. Upon receiving Ifrit, go back out and into the door to the right of the ladder. (You weren't allowed past the moving bookshelf earlier.)

Go in the door and up to the bookshelf. Before you go up into the hole on the right, make a left and go down behind the bookshelf, taking the ladder on the far left down. This will take you outside, allowing you to get a Ninja Suit in a chest. Go back in and continue into the hole. Descend the ladder to the right and go left. Descend the left ladder and continue down to pick up a Phoenix Down from the chest below. Go back up and then right to continue. Go into the right side hole to continue.

In the next section, go left and run up into the bookshelf. This will open another passage. Go right and up the little ladder to the right. Face the bookshelf and press ✖ to open another passage. Go down and right up the next little ladder. Face the bookshelf and press ✖ to open up a book. Get through the fight and go into the hole to find a Save Point. Go right and down to continue. Go left and into the door to fight Biblos. After laying the smack down on Biblos, go up and talk to Mid. He will take you back to the top.

First Boss: Ifrit, 3000 HP, Weakness: Ice

Simply use Ice 2 or Shiva. If you absolutely, positively, want to waste Ifrit in a hurry, change the whole party to Summoners and have them all cast Shiva.

Second Boss: Biblos, 3600 HP, Weakness: Fire

Use Fire 2 and Ifrit. Biblos will absorb all magic except fire magic. You can also use a Ninja with Throw and use a Fire skill.

BACK TO KARNAK

After leaving the Library of Ancients, walk back to Karnak. Go back to the 2nd floor of the Pub and talk to Cid. After Mid shows up and has a conversation, get on the Fire Ship. Kick back and watch the events that take place. After that, wake up Cid and Mid and set sail for Crescent Town. If you go back to the Library of Ancients, the scholars will tell you of Jachol.

JACHOL VILLAGE

(Suggested Level: 19)

Jachol Village is located at the tip of the peninsula in the Southwestern part of World Map. Gather information about the Dungeon of Jachol here. The stuff about skull switches is especially important.

DUNGEON OF JACHOL

(If you helped out that Thief in Walz Castle's jail, you will not get the Lightning Whip here. Watch out for gray squirrels, they are very deadly (no, seriously). Using magic on them causes them to multiply.)

Once you are in the Dungeon, press the switch on the left wall to move around the walls. Then when you are facing the series of skull switches on the wall, wait until you can see the true switch. Press that switch and proceed on your way. Once you encounter an empty chest at the dead end, search that and you should find the hidden switch inside. Activate it to open the door. There is nothing important at the end of the Dungeon, so just remember its location (you'll be coming back later).

Items: Lighting Whip, Shuriken, Tent

CRESCENT TOWN

(Recommended Level: 19)

This town is located along the island chain on the Southeast portion of your map. Head toward the flashing point on the crescent-shaped island. Your Fire Ship will sink once you get to this town. Get info about the Black Chocobo. Get the Strength Song from the Bard that resides in the Southeastern house. You can learn Death Sickle (Blue Mage spell) by fighting enemies outside of Crescent Town.

BLACK CHOCOBO FOREST

Walk South from Crescent Town to reach the forest. Catch the Black Chocobo in the forest and you will get two more jobs. To continue on in the game, return to the Library of the Ancients to rap with Cid and Mid. You should really do some exploring with your new Chocobo.

Go to Rikks or Easterly. You will find useful items and equipment here. Also, if you haven't gotten Shiva yet, return to the water tower in Walz Castle. You can also get Ramuh in the East forest region near Easterly.

New Jobs: Bard, Hunter

RIKKS

This is Bartz's hometown, and is located North of the Wind Shrine. Ring the pink-colored music box in Bartz's house to see an event. Afterwards, talk to the man sitting at the table who is the new owner of the house to acquire the Temptation Song. You can also take a nap at the Inn for free. When you do so, an event will take place at night. This is a good village to stock up on Ninja items. Go to the Weapon Shop and buy up all the Shurikens, Lightning skills, Fire skills, and Water skills you can.

EASTERLY

Easterly is located in the Northwestern corner of the World Map (bad name for the town, huh?). To get the Black Magic spell, Toad, walk to the square shaped flower garden located in the Northwestern section of town. Press ✖ while standing on the bottom right-corner flower. A frog will appear in the middle and drop the Toad magic. Also, poke the upper-left sheep standing by the fence (not that way!). Stand behind it (maybe it is that way) while pressing ✖ and it will kick you over the fence. Talk to Minstrel and answer Yes to his question. He will give you Love Song. Then go to the forest East of Easterly and wander around until Ramuh shows up. Defeat him and an item named Ramuh will be in your inventory. Use this item to get the Summon spell, Ramuh.

Boss: Ramuh, 4000 HP

Use Silence or Mute to keep him from casting spells. He's not so bad anymore and regular physical attacks will finish him off just fine. If you learned Death Claw in Karnak Castle, this also works very well.

LIBRARY OF ANCIENTS

Enter the Library and you will be met by Cid and Mid. You automatically tell them about how the Fire Ship sank. Cid will tell you the whereabouts of King Tycoon. He mentions the Sand Tides Desert. It's not just casual

conversation, you should go there. From the Library, head West to reach the desert. Unfortunately, you will have to leave your Chocobo behind.

SAND TIDES DESERT
(Recommended Level: 20)

Upon arrival, you will learn that you can't enter the Desert. Cid and Mid will show up and help you. Get prepared because you will encounter a Sandworm immediately. They will ask if you are ready before ringing the bell. Say Yes once mentally prepared.

After the fight, go through the Sand Tides Desert by choosing the right sandflow to ride. There is nothing to do at the Pyramid at this point, so try to get to the furthest South part of the Desert. Once there, you will see several desert plants with a walkway down the middle. Go down to get out. Continue South and walk between the mountains to find Gorn.

Boss: Sandworm, 3000 HP, Weakness: Water

The Sandworm pops in and out of his four holes. If you cast magic into the hole, he will attack you with quicksand. You can use Shiva, Ice 2, and sometimes Stop (time magic) works. If you've learned AquaBreath, one use of this will kill it.

FROM GORN TO THE AIRSHIP BASE
(Recommended Level: 21)

Enter Gorn and you'll find King Tycoon. When he disappears, try to find him. If you find him, he'll vanish again. Eventually, he'll take you up the central staircase. After falling into the pit, go through the white door on the far upper left of the room. When you go through the door, a cutscene will occur. You will be warped to an area located by Crescent Town.

After this, go right up the stairs. In the next screen continue up. When you reach a room with white statues, don't push the switch yet. Go around the stairway you just came up and go into the door at the bottom of the room. Go to the center room and rest for free. Afterwards, check the left side of the same room (You can't do anything at the right side of the room at this time.)

On the left side, make your way down to the switch at the bottom. Press ✖ and answer No to the first question. Answer Yes to the second question. (If you mess up, go back out to the room with the white statues to reset the switch.) After the wall opens, go to the right and pick up two Shurikens and learn Mini.

Go out the main door and get back to the room with the white statues. Hit the switch on the left and answer Yes. Another event will occur. Go up through the door that has now opened. Continue up and down to the right until you reach the outside. Continue right and you'll find Cid and Mid once again. Follow them down into the ship. A fight with ClayClaw breaks out.

After beating ClayClaw, you will appear out of the Airship Base by Crescent Town. Go back to Gorn. After seeing the town rise out of the ground, return to the Airship Base.

Boss: ClayClaw, 2000 HP, Weakness: Bolt

Use Ramuh or Lightning 2 for attacks. Tail Screw is a nasty attack, so make sure to have a White Mage handy to heal the party up before he gets you with it twice. If you're feeling sporty, try to Steal the Coral Sword from ClayClaw.

BACK TO THE TYCOON METEOR

After returning to the Airship Base, Cid will suggest that you look for Adamantite to allow the Airship to fly high enough to reach the flying Ruins. Galuf mentions that he saw some on the meteor that he came in on. Go to the Tycoon Meteor to obtain Adamantite.

When you reach the meteor, walk up the middle entrance. Go in and pick up the purple Adamantite at the top of the area. When you leave, Adamantaim will try to stop you.

Boss: Adamantaim, 2000 HP, Weakness: Ice

If you've already picked up Level 5 Death in the Library of Ancients, use this to annihilate him. Otherwise, use Protes to increase your defense and cast all the Ice-related magics you have.

OFF TO THE RUINS OF RONKA

When you give Cid the Adamantite, he will power up the airship for you. Go to the floating Ruins of Ronka. To do so, press ✖ while you are in the air. Choose the arrow pointing up and press the ✖ button to go to floating Ruins of Ronka. You'll have to fight four mini-bosses to get to the Ruins. They aren't too tough and you don't have to fight them successively. Fly the ship away and take a break between them if you need to. After this, the real tough guys show up.

Bosses:

-Soul Gun Launcher, 22500 HP, Weakness: Bolt

-Rocket Guns (there are two of them), 10800 HP

If the Aging Missiles hit your characters, their statistics will decrease. You can stop the aging with Esna. Use Bolt 2, Lightning skill, and Ramuh to inflict damage to the cannons. Again, if you have Level 5 Death, use it to destroy Rocket Guns in one shot.

INSIDE THE RUINS OF RONKA
(Recommended Level: 22)

Yo! A Thief's ability to see hidden passages is incredibly useful in this stage.

When you enter the Ruins, head down. Go through the doors, around to the left, and out the left stairway. In the next room make your way around to the right. If you don't have a Thief in your party, you may not be able to see the hidden paths (we warned ya). Pick up Gold Armor at the bottom of the room then go out the door.

In the next room, go to the left. Pick up an Elixir from the middle area. Continue up the left side of the room. Go right and pick up a Phoenix Down from the box. Continue to the right and go down through the stairs to the 4th level. Proceed down and then up the stairs to the left. Go up the right side and make a left at the top to find a Gold Shield in a treasure box.

Back track to the last Save Point. Head out to the left and up around to the stairs leading to the 4th level. Go down, then right, and back into the right stairway to the 3rd level. Head left and around to the next stairway back up to the 4th level. Go straight down to the stairs up to the 5th level. On the 5th level, go right and down through the white doors. Go down and around into the

left stairway leading back to the 4th level. Pick up the Potion which lies straight ahead.

Go right and down through another white door. Jaunt further down to the stairs leading to the 5th level. Go down to the left and take the stairs down to the 4th level. Move your booty around to the right and through the white door. DON'T FALL INTO THE OPEN HOLE IN THE FLOOR OR YOU WILL END UP BACK ON THE 5TH LEVEL! Get back up and go to the left through two white doors and continue up. Go around to the right and down into the stairs leading to the 5th level. Head down to the right stairway leading down to the 4th level.

Go back out and through the white door on the left. Go up to the next stairway to the 4th level. Go right through another white door and down to the right stairway taking you back to the 5th level. Now, proceed down and pick up a Cottage and Ether from the chests below. Go back up the stairs to the 4th level and this time go left and down through the white door. Manuever down to the right and hit the white switch between the two white statues to open up a hidden passage. Go into the passage and you will appear just below your next boss fight. Go around and talk to the king. You will then fight Archeoavis.

After the fight go up and follow the king to the main room. A cutscene will take place and afterwards you will obtain the next Job classes.

BOSS OF THE RUINS OF RONKA

(He'll come back after you've killed him.)

Archeoavis (First Incarnation), 6400 HP

Archeoavis (Second Incarnation), 2500 HP

Use Scan to see what his weakness is. (They change when he uses Barrier Change.) It's also not a bad idea to make a lot of Monks because after he revives, magic will have very little effect. His second incarnation is susceptible to Level 5 Death.

Items: 5000 GP, Cottage, Elixir, Engetsurin, Gold Armor, Gold Shield, Hi-Potion, Kodai No Tsurugi, Phoenix Down, Potion, Power Wrist, Shuriken

New Jobs: Chemist, Dancer, Lancer, Samurai

METEOR MANIA

When the last crystal breaks, X-Death returns. Galuf freaks out and returns to his own planet (whoa!), leaving you with a three-character party. After escaping from the Ruins of Ronka, go to the Airship Base and read Mid's letter. As the letter tells you to do, head for Tycoon Meteor. But...

If you still haven't picked up the three items in the chest below, go over to the left side room. Activate the switch and answer Yes to the first question. It should tell you to check the flowers in the middle room. Go over to the middle room and check the flowers on the far bottom right. You will read another clue indicating that you read something in the right room. Go to the right room and read the paper on the right side of the table. If will tell you to check the urn. Go back to the left room and check the urns (the brown-looking pots in the room). Check the left one against the wall and a frog will pop out of it, hitting the bookcase, making a book drop down. Read the book and it will tell you to go to the switch. After you pull it, the wall will open. Ta da!

Tycoon Meteor

In the Meteor, you find Cid and Mid. Cid will throw the Adamantite into the middle light and the Meteor will drain its energy. Go to either the Karnak Meteor, Walz Meteor, or Gorn Meteor.

Karnak Meteor

In the meteor, you'll fight Titan.

Boss: Titan, 2500 HP

Make sure you've got someone in the party that can heal. Just before he dies, Titan will do Earth Shaker, so keep your HP high or die.

Walz Meteor

You will have to fight Byurobolos.

Boss: Byurobolos, 2200 HP

Byurobolos uses Raise when it dies. Use Silence to put a stop to that.

Gorn Meteor

Guess what? Yep, somebody wants to fight you here.

Boss of Gorn Meteor: KimaBrain, 3300 HP

Don't use Ice magic, since KimaBrain can absorb it. Fire is its main weakness. Be sure to have a White Mage since KimaBrain's Blaze does mondo damage. Death Claw can be very effective here.

After all this, you're about to leave this world. Before taking off, it would be wise to get the Elf's Cloak and Speed magic in the basement of Walz Castle if you haven't already. Also, the enemies get tougher on the next world. If you've barely been scratching your way through up to this point, wander around, get in some fights, and level up. When you think you're ready, follow the arrow on the World Map to the Warp Zone.

CHAPTER TWO

SOLITARY ISLAND

(Recommended Level: 23)

When get here, use a Tent. If you don't have one, the monsters you fight here will. While you're asleep, Abductor attacks. Bartz fights alone.

Boss: Abductor, 1500 HP

Quite simple, actually. Just attack and that should be all there is to it. As an option, let Bartz get low on HP and use ???? (which inflicts damage equal to your max HP minus your current HP).

BASEMENT OF X-DEATH'S CASTLE

Galuf goes solo to rescue Bartz, Reina, and Faris (Arrr!). Changing Galuf to a Monk with White Magic as an ability is the way to go.

After Galuf flies into the Castle, he'll automatically pick up some Crystal Shards. Go left and into the upper door to a Save Point. Go out the bottom door and make your way to the far left stairway. Go down to the basement floor and go all the way to the right stairway. Go down to the 2nd basement floor. Make your way to the upper-left stairway and go down to the 3rd basement floor. Go down and to the right and you will fight Gilgamesh. After the fight, Galuf sets all of you free and joins your party.

Work your way back until you reach the door that leads you out.

Boss: Gilgamesh, ??HP

All Gilgamesh does is physical attacks, so just attack him. He doesn't have a set amount of HP, but will just run away when you hurt him enough. You'll learn to hate this guy.

BIG BRIDGE

Walk to the left toward the bridge to escape from X-Death's Castle. At the middle of the bridge, you'll fight that coward Gilgamesh again. After this, continue to go up the bridge. After a couple more fights, you'll meet Krile. A cutscene will take place and you will end up somewhere else.

Boss of Big Bridge: Gilgamesh, ??HP

Don't attack willy-nilly, because Gilgamesh will just power-up at some point in the battle by casting Shell and Protes. If you cast Slow on him

in the beginning, it will take longer for him to beef up. Silence will also put the kibosh on him.

LUGOR

When you're back in the saddle, make your way East to the bordertown, Lugor. Buy new Magic and equipment, and rest at the Inn. While you sleep, events occur. Go to Pub the to talk with Galuf. The enemies in the next section are pretty tough, so it might be a good idea to level up in the wilderness. The monsters outside aren't too deadly, but give good experience and gold. What more could an adventurer ask for?

SEALED CASTLE OF KUZA

When you walk South from Lugor, you'll see this Castle. The enemies in this Castle are pretty strong, so try not to fight them (run, if you can). You'll be able to see (but not take) the 12 legendary weapons here. Later on you'll get these weapons, so be patient.

MOOGLE FOREST, RIVER, & VILLAGE

Continue Southeast from the Castle to reach this forest. When you arrive at Moogle Forest, talk to it and follow it down to the underground river. At the end of the river, you'll fight Tyrasaurus. After the battle, Moogle will show you the way to Moogle's town. Pay attention!

When you cross the desert and enter the forest, you'll arrive at Moogle Village. Make sure not to step into the desert or a SandCrawler will attack you. (5000 HP and you can't run away.) Put on the Moogle Doll to get the Elf's Cloak here.

Boss: Tyrasaurus, 5000 HP, Weakness: Fire, Cure

This is a very easy fight, just give it one Phoenix Down and it will die instantly. Cure spells will also dish out plenty of damage to this undead creep.

Items: 4400 GP, Phoenix Down

VAL CASTLE

(Recommended Level: 24)

After the cutscene, you will learn that Galuf is really a king, there is none higher, sucker princes should call him sire. When you are back in control of the party, you'll be in the King's Hall. Go to the right and up the stairs to the 3rd floor. Walk left and up the stairs in the center of the area. When you reach the 4th floor, go around and out the door at the bottom side of the room to find Krile and the dragon. You will learn that the dragon is dying and in order to save it, you must go to Valley of Dragons to get some Dragon Grass. Leave the Castle and head for the Valley of Dragons.

You can obtain a free Great Sword in the moat of Val Castle. Walk counter-clockwise and search the dead end. You can use the staircase at the back of the Weapon Shop to get a White Robe of Angels. If you stand at the counter between the Weapon Shop and Armor Shop (there is hidden switch), the clerk will give you a Lamia's Harp.

By the way, this is one of the best places to collect some easy ABP. In the basement of Val Castle, hordes of Rock Statues attack you. They can be killed with Level 5 Death or Soft (which un-stones its target). Rock Statues are worth 4 ABP and 1014 GP in groups of two, twice that in groups of four. Definitely hang around and learn some skills. Believe us, you'll need everyone to know a lot by the end of the game. Go ahead, take a look...Crazy, isn't it? For those who didn't heed our warning – See, we told you to look ahead.

KELB

From the Castle, go North to reach Kelb. Enter the big house at the center of town and try to leave. Kelga will appear through the top door. A cutscene will occur and you will learn that your main character's father, Drogan, was a friend of Kelga and Galuf.

You can learn Requiem from dancing werewolves (nope, that's not a typo) in the Northeast corner of town. If you have time, try to capture Korunago. It looks like an orange toad. The old man will trade you the Pot of Korunago for the toad. If the Beast Trainer has the pot equipped, he can capture the animal at 1/2 HP. You can also get eight free Potions (and you can do this three times, for a total of 24 Potions) by sitting around the Inn.

VALLEY OF DRAGONS

(Recommended Level: 26)

Make sure to get the Bone Mail (Undead Armor) on your way by checking the bones that are lying on the ground. If you're stuck, try searching a hole in the ground. Once in a while, you'll meet Golem asking for help. If you kill the two monsters fighting it without harming Golem, you'll obtain Summon Golem. You add Golem to your list by clicking on it as an item. Many of the monsters in this valley are undead. Requiem works wonders (you have to have the Sing ability or be a Bard). At the top of this valley, you'll fight Drgn Grass.

Return to Val Castle and give the grass to the Dragon. Now you want to head North from Val Castle to get to the outer world. Go to Gill's Shrine, Northeast from Val Castle.

Items: 5000 GP, 7000 GP, Bone Mail, Cottage, Hyunpuno Crown, Phoenix Down, Tempest

Boss: Drgn Grass, 12000 HP

Your newly acquired Golem summon can be a great help here, as it blocks many of Drgn Grass' attacks. Coin Toss is also effective if you can spare the cash. It has a ton of HP, but eventually you'll kill it.

GILL'S SHRINE/SURGATE CASTLE

When you step into the entrance of this cave, the whole island will start to sink. Head West to Surgate Castle after escaping from the sinking island.

Gather the information about King Zeza. Go to the bottom left staircase to get to the King's Bedroom, where you can get the Song of Speed from the red book.

You will be able to get Levitate behind a secret door in the Library of this Castle by putting the scattered books back in their appropriate places. The entrance to the Library is located in the upper-left entrance of the King's Hall. Go into the Library until you reach a room with three books on the tables located on the South side of the room. The scattered books are (from left to right) the Forbidden Book, Register of Monsters, and Weird Ronka.

Put Forbidden Book in the top middle bookshelf, place Register of Monsters in the far-right middle shelf, and put Weird Ronka in the second from the left shelf on the bottom.

For doing this correctly, you'll get Float. To find Float, follow the man into the next room. Go down and take the stairs to a lower level in the Library. Go out the door to the bottom of the room and you will end up outside the Castle. (Don't forget the 5000 GP in the room before you go outside.) Once you're outside make your way left under the overpass. Go back into the Castle and you will find it in the next room.

ZEZA'S FLEET

Find Zeza by landing your Flying Dragon on the biggest ship in Zeza's fleet located East of X-Death's Castle. Meet Zeza and hit the hay. While sleeping, monster attack. Ignore the wandering enemies if you want. Head to the bottom to fight the bosses.

Bosses: Gilgamesh & Enkidoh

Gilgamesh ??HP

Enkidoh 4000 HP

In a nutshell, attack Gilgamesh physically, attack Enkido magically. Summon Golem to protect you and keep curing any status effects.

After the fight, go back into the ship to the place where you went to rest earlier. Instead of going into the bedroom, go to the room on the left. Talk to Zeza and help him move the boxes. You will see a cutscene and you will now have a Submarine. Rest up in the room downstairs and go back out the door. Find Zeza outside and talk to him again. Watch the event and follow Zeza into the Tower.

BARRIER TOWER
(Recommended Level: 27)

After Zeza tells you to go to the top of the Tower, make your way to the left stairway leading up. Save on the 2nd floor, then go up through the door and up the right side.

Check those chests! Fight the Red Dragon in the upper chest and you'll receive a Blood Sword (But watch out! This enemy is really hard and can wipe his butt with your party.)

When you're done, continue out the door at the bottom. You should be outside on the 3rd floor. Go up the stairway on the left and into the door on the next floor. On the 4th floor continue going up. When outside, continue up to the 5th floor. Go into the door and open the chest to the left to pick up 18000 GP. Continue going up. On the outside of the 8th floor check the box and fight another monster to pick up a Hair Ornament. Afterwards keep going up until you reach the top.

Items: 9000 GP, 18000 GP, Blood Sword, Hair Ornament

Boss: Atomos, 19997 HP

There really isn't an easy way to whip this guy. Try making two Monks, a Samurai, and a White Mage. Have the Monks attack, have the Samurai do Coin Toss, and have the White Mage keep curing. Slow can also be effective.

GILL'S UNDERWATER SHRINE

After some events you will obtain the Submarine. Go to Gill's Shrine underwater (remember the island that sank?). At the very bottom of the cave (see next paragraph), you'll meet Gill. He'll give you the Elder's Branch and advise you to go to Great Forest of Moore.

Here are the directions to get by the rock puzzle:

Get the rock out of the middle and put it in the upper-left box to open the 2nd door from the right. Activate the switch on the wall and go back out. Get the stone out of the left box and put it in the bottom-left box. This should open the 3rd door from the right. Go in and around to the other side. Head out and you should be in the 3rd level of the basement. In the big room, make your way to the partially hidden passage toward the bottom left side. Go into it and activate the wall switch. This should open the hidden passage in the middle rocks. Go in the door, turn left and go down. Find the pathway to the left and continue going down. In the next room, find the hidden path to the right. Go down into the door to appear in the 5th floor of the basement. Go down and agree to jump in to find Gill. Climb out of the water and go up to find Gill. Receive the Elder's Branch and go back out the way you came.

Now's a good time to acquire Katoblepas. When you open the map underwater, you'll see a white dot on the Northwestern part of the World Map. Go there and go through the cave. When you exit the cave, wander around until you encounter Katoblepas and defeat him.

Boss: Katoblepas, 5000 HP

Katoblepas will use Devil's Eye to stone one character. Make a Dancer and equip him/her with Ribbon to guard against it. Use the Dancer to de-stone the characters and keep on hitting this boss with physical attacks. If you refuse to have a Dancer in your party, you better have plenty of Softs.

THE GREAT FOREST OF MOORE
(Recommended Level: 28)

You can use the Submarine to enter the town of Moore by making comparisons to the overworld map and underwater map, concentrating on the Western part of the map. Once you find it, go to town and buy all the necessities. You can get a Hunting Knife from the barrel to the left of the Pub. There's a locked door you can't get through...yet.

Use the Elder's Branch to enter the forest. Go North and open the first chest in the upper left containing 2500 GP. From there, go to the right until you reach the next chest with Ether. After getting the treasure, face the tree to your left with the black center and press ✖ to get in. Go in the hole that appears below the tree. Continue through the passageway until you exit on the other side.

Curve to the right and go up to get the first treasure chest with 4900 GP. Then go to the right away from this treasure. When you reach the tree go up through the little opening between the bushes to find another box with a Phoenix Down. From there go down and to the right to continue. Go all the way to the right and get 9500 GP behind the tree. Back-track a little to the left and enter into the next tree.

When you come to the third area, go to the left to open a treasure chest containing a Cottage. Then go to the right to get the next box containing a Giant Drink. Go up until you reach a Save Point.

Continue going up on your left. Get an Elixir behind the tree to your left. Continue going up and you will find another chest containing a Mace. Go left and a cutscene will take place. When you come to the middle of the forest, X-Death will light the forest on fire. Don't worry, you have plenty of time to search around for treasure chests. Get the Aegis Shield in the box on top by going between the flame and the tree. After you have collected the treasures, enter Moogle's hole. After falling into the hole, restore your health by touching the water in the pond. Afterwards, talk to the Moogle by the door a couple of times until he moves. Exit the hole and you will appear back out on top. Go left to find another box containing Ash. Continue left and find a Flame Saber. Go back to the right and go up to see the next event take place.

Items: 2500 GP, 4900 GP, 9500 GP, Aegis Shield, Ash, Cottage, Elixir, Ether, Flame Saber, Flame Shield (if you didn't take the Aegis Shield), Giant Drink, Phoenix Down

THE CRISPY ELDERLY TREE
(Recommended Level: 31)

When you use the Elder's Branch in front of the Elderly Tree, a passage will open. Inside a fight with the Guardians of the Seal breaks out. After the battle, Galuf dies and Krile will join your party.

Boss: Guardians of the Seal, 7777 HP (each)

Four Samurais will mop up here. If that's not possible, cast Levitate on everyone, then use Titan with all four party members. Or if you can't pull this off, try having a Time Mage cast Haste 2 on party members and summon Golem to reduce the damage you take.

CAVE OF GILGAME

Behind the doors you can get 10, 20, 40, 80, 160, 320, 640, 1280, 2560, 5120, 10240, 20480, and 40960 GP, but you're highly likely to encounter Gilgame. Gilgame has 32768 HP and his weakness is Ice. Use Shiva and Ice Magic to beat him. Golem's guard will be nullified in two rounds or so. Plenty of cash if you're willing to take your chances.

X-DEATH'S CASTLE
(Recommended Level: 32)

Be prepared to bleed. If you do not have enough skills, head back to the basement of Val Castle and gather some ABP there. When you are ready, go up to the Castle and enter from the unlocked front door.

Save and heal up in the rooms above you. As you climb the floors, pick up an Ether and a Diamond Shield from the bottom chests on the 2nd floor.

At the 3rd floor, go around to the left to reach the center room. Walk back a few steps to break X-Death's illusion. After revealing the true shape of X-Death's Castle, proceed.

On the 4th floor, walk down and to the right. Get the chest containing an Ice Shield on the upper right by hitting the silver switch in the small room a little to the left. Afterwards, go down through the door and go to the left to continue.

On the 5th floor, go all the way up and walk right through the hidden path to reach an Ether in a chest. Go out through the weird looking door on the right.

On the 6th floor, go left one step and walk down into the fire to find a hidden chest off to the right side containing a Gale Bow. If you have a Thief in your party, you should be able to see the path. Go around to get an Elixir from the chest before going up the staircase in the middle.

On the 7th floor, activate the moving platform by stepping on the skull. Hit ✖ to stop the platform. Try to stop it with the right timing or you'll get into random fights. To continue, make the platform stop in the middle area. In the left chest you will find a Blizzard Sword and in the right a Kotetsu.

On the 8th floor, pick up an Elixir from the chest on the right by going into the hidden path. Go back and around to the left to pick up 9900 GP. Go back and up the middle.

On the 9th floor, go up to the next area, and then right and down. In the next screen, go up the stairway in the middle to go to the 10th floor. If you go all the way to the right on the same floor and go up you will find a chest containing 8000 GP.

ON THE 10TH FLOOR:

To get Carbuncle, follow these steps:

Make sure to have a Geomancer so you can avoid falling into traps. On the 10th floor, go to the right and make your way to the uppermost skull block (one block at a time) to find traps. Running will cause you to fall into the traps, so walk slowly. Pick up the Double Lance from the chest on the right. When you are warped to the next screen, go up to the flashing green light and touch it to fight Carbuncle.

After defeating Carbuncle, you'll be warped back to the 9th floor. Go back up the same staircase to the 10th floor. This time make your way slowly to the bottom skull block and you will shift the floor, thus being able to continue to the staircase to your left. Walk back to the staircase and do not step on the skull block above it or you will have to start over. You will appear in a room with a Save Point. Use it, then go up to fight Gilgamesh

After fighting Gilgamesh, go up and you will appear on the 12th floor. On the 12th floor, continue up and go to the 13th floor to meet X-Death. Upon defeat, X-Death merges the two past worlds. Whoa.

(To get to the chest in the upper right-hand side of the 10th floor, you have to go all the way to the right of the 9th floor. Climb the stairs and you will appear at the base of the treasure chest, which contains 8000 GP.)

THE BIG, BAD BOSSES IN X-DEATH'S CASTLE:

Carbuncle, 15000 HP

Carbuncle always has Reflect on. Cast Reflect on your party, then cast spells on yourself and it will hit him. Make sure to Steal the Wall Ring from him. Katoblepas also has a slim chance of killing him in one blow. If you're going to try this, have at least two Summoners.

Gilgamesh, ??HP

An easy fight. Just be sure to have a White Mage in the party for healing. Other than that, feel free to go buck wild!

X-Death, 32768 HP, Weakness: Holy Powers

It is a VERY good idea to use Golem and Carbuncle for protection. Other wise moves include having a Time Mage cast Haste 2 on the party, using as many Bolt 3s as possible, and having a Ninja throw Shurikens. This fight will make ya or break ya.

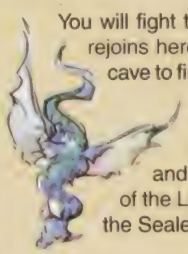
Items: 8000 GP, 9000 GP, Diamond Shield, Elixir x 2, Ether x 2, Fuuma Shuriken, Gale Bow & Arrows, Ice Brand, Ice Shield, Kotetsu, Partisan, Twin Lancer

Chapter Three

TYCOON CASTLE, DEATH VALLEY, & WEST VALLEY

After the dancing starts, talk to Krile on the balcony outside to trigger a cutscene. The balcony can be reached at the door to the bottom right of the dance hall. Try to go out the dance hall to the South and Krile will join your party. If you want, you can go with Krile to the room with Jenica located on the right-hand entrance of the first floor. Watch the event take place about Salsa and Reina's childhood. Leave the Castle and trigger the next event.

After the dance party in Tycoon, leave the Castle and head West over the bridge, then North toward Boko's cave. Boko comes back to you. Yay, Boko! Go back to where the Castle was and ride Boko North away from Tycoon Castle. Cross the river, then go West, then Southwest through the valley, then North, then Northwest to Tule. Continue West on the river, then go South through the mountains until the screen changes. Continue South until you fall and an event takes place.



You will fight the Antolyon at the West valley. Faris (Arrr!!) rejoins here. Continue South, then West, and enter the cave to find Gill. After the fight takes place and X-Death leaves, you will automatically appear in the Library of Ancients. At the Library of Ancients, learn about how to defeat X-Death and make sure to get the Song of Magic at the top of the Library by talking to the man on the right. Grab the Sealed Book and head to the Pyramid.

THE PYRAMID
(Recommended Level: 33)

To find the Pyramid, head West from the Library. Having a Thief in the Pyramid is handy, since they can find hidden paths and use Flee! There isn't a boss here, but there's a nasty randomly encountered monster: Machine Heads. They have 7210 HP, but are weak against Water and Bolt spells. Still, show these monsters the proper respect and give 'em everything you've got.

When you enter the Pyramid, go left and up the far-left hallway to reach three switches. Don't touch the spikes or you'll be poisoned. Activate the first and last switch to safely open up the walkway going down. Go down and to

the right until you reach the sandfall. Go into the sandfall and you'll be taken down to the B1 level basement.

Fight the monsters in the box to get the Ice Shield, then go back up. Fight a couple snakes and continue. When you're back on the 1st floor, go to the right, then down. Go through the door at the bottom of the room and hit the switch if you want to turn off the sandfall that will allow you to cross without falling. Go back to the right and up to reach the 2nd floor.

Go to the left and get in some more fights. Continue left and then down the stairs to go back to the 1st floor. Enter the statue by fighting the mummy. You'll receive the Hex Ring from the box. Go back out and activate the switch at the bottom to turn off the sandfall again. Go left and up through the spike walkway, then back down to the very beginning. Now go through the door at the bottom of the room. Time to go up.

When you enter the Pyramid, go left, enter the first door, and go up the hallway. Go upstairs. On the 2nd floor, go to the right, then down to fight more snakes. After the fight, activate the first and last switch to open the doors. Go down. Go right and up the stairs to the 3rd floor. Go in the room above you to get the treasure in the chests after defeating the monsters. Go back out and to the right. Time your run and go up through the staircase.

On the 4th floor you'll encounter many Machine Heads. Use the Thief on the 5th floor to uncover hidden passages. After you get the Black Costume to the right, return to the left and go down, then up the stairs to the 6th floor or go back to where you came and go up to find two more chests. The chest on the right contains monsters and Crystal Mail. The left chest has monsters and Dark Matter.

On the 6th floor, activate the first switch to stop the sandfall and cross. Go up into the room above and activate the first switch to fall two floors and get the Dark Matter in the remaining chest. Activate the second switch to get to the four chests. The two left chests contain monsters and Dark Matter. The chests on the right contain 8000 GP and 9000 GP.

Go back out the door and activate the switches. Make your way to the bottom staircase to take you to the 7th floor. On the 7th floor go over to the left and go up. Take the hidden passage to pick up the chests. Afterwards, go back and go up the middle entrance to the 8th floor. Wait a few seconds to see which floors will not move. If you end up on a moving floor, you will fall down to the lower floors.

Pick up the chests on this floor and make your way to the right stairway that will take you down to the 7th floor and a couple more chests. Head back up to the 8th floor and to the left-side stairway. (Confused yet?) Pick up the chest in the first room to your left. The left chest contains an Elixir. The right chest contains monsters and Dark Matter. Go out and continue to the right, then up, to pick up the first Lithograph. Bahamut shows up and he flies to the North Mountain to face you later.

Items: 8000 GP, 9000 GP, 10000 GP, 12000 GP, Black Robe, Cottage, Crystal Mail, Cursed Ring, Dark Matter x 7, Elixir x 4, Flame Shield, Hair Ornament, Hammer of Earth, Ice Shield, Ninja Gear, Protection Ring, Ribbon, Thornlet, White Robe

THE ELDERLY TREE

You will meet X-Death on your way back from the Pyramid. X-Death plunges the Library of Ancients into nothingness. Mellusion then appears. After the fight, Reina rejoins the party.

Boss: Mellusion, 20000 HP, Weakness: Changes with each barrier change, but it will be either Fire, Ice, or Bolt.

Either Scan for weaknesses, or always use a Bolt, Fire, and Ice attack to see which hurts it. The better way is to have everyone switch to Black Mages and cast non-elemental spells, that way, you'll never make a mistake.

TRUCKIN'

Once you have beaten Mellusion, head to the East coast to get the Airship. Ride the Airship and watch some towns and castles get sucked into nothingness. It sounds terrible, but it sure is pretty. Head back to the Pirate's Hideout to acquire Hydra.

Now the moment you've been waiting for. Go to Kuza Castle and save your game outside. Go to the basement of Kuza Castle and place the first Tablet at the central table. You will then be able to choose three of the 12 legendary weapons. Which three to take is really a matter of preference. Take the three that go with the Jobs you use the most.

The weapons clockwise from top:

Excalibur – Holy power attribute

Assassin Dagger – Randomly kills target

Sasuke – Has evade rate

Holy Lance – Holy power attribute

Rune Axe – Uses MP to do critical hits

Masamune – Always attacks first in battle

Yoichi's Bow – No special ability

Fire Bute – Randomly casts Fire 3 against target

Sage Staff – Increases damage of Holy

Magnus Rod – Has every attribute and increases magic's damage

Apolon Harp – Critical hits against dragons

Earth Bell – Randomly casts Quake

And here's the reasons you saved your game outside.

Boss: X-Death's Soul, 20000 HP, Weakness: Holy

Run. This is not a joke. Run or you will be killed and feel very foolish for not running.

Boss: Shield Dragon, 19999 HP

The Shield Dragon always has Reflect up. You can pull the old cast-Reflect-on-yourself-and-then-hit yourself-with-spells trick, or Control the dragon and make it use Flame on itself. Ha!

CRESCENT TOWN & MIRAGE VILLAGE

Gather information about Mirage Village at Crescent Town. Then head to Mirage Village by going through the forest Southwest of Crescent Town. Gather info, buy equipment, and be sure to get the level 6 spells.

Enter the Magic Shop by going into a secret entrance around the left of the building. Buy Magi Shurikens from the Special Weapons Shop located underground. To get to it, go behind the Pub through the back entrance. Also, a Black Chocobo is here that you'll find very useful later, but can pretty much ignore right now.

ISLAND SHRINE

(Recommended Level: 35)

First Floor

Enter the Shrine and go up to fight two Gargoyles. After you defeat the enemy, a book will appear and allow you to enter. Walk straight up. A Thief or having Secret skill on will reveal a hidden passage that leads to 12000 GP.

Backtrack to the entrance and then go around to the left. When you reach a room with a silver air duct on the right, go into it. When you reappear, there will be two switches on your left and right. Different combinations do different things – Left up and Right up will take you

back to the entrance of the air duct. Left up and Right down will take you to a room with an Elixir. Left down and Right down will take you to 9000 GP. Left down and Right up will take you to the Razor Ring. You will have to fight an enemy named Invincible for this item. After kicking his butt, a door will appear and you can continue. Kick his butt, but make sure not to use magic when he spawns or you'll be in trouble. After this battle exit out the door to the Save Point.

Second Floor

Go and pick up the Protect Ring from the chest after fighting an enemy. From that chest, go left and up to get an Ether from another box. Go back to the chest where you got the Protect Ring and head to the right. Go through the hidden pathway and pick up a Crystal Helmet. Go back to the chest where you found the Ether and go behind the wall to the right, up to a door leading to the 3rd floor.

Third Floor

If possible, have someone in the party be a Geomancer to avoid traps on this floor. Go around to the left, and then up through the door.

Fourth Floor

Just go straight up until you reach the next floor. Simple, no?

Fifth Floor

Grab the Ether in the left chest and the Dragon Fang out of the right. Head through the center door to a Save Point. Heal up and save because you're about to face Stoker!

After this, go back to Kuza Castle's basement and pick up three more legendary weapons. Wahoo!

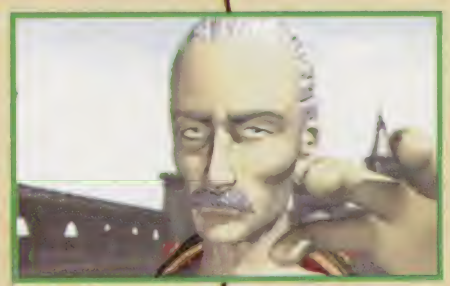
Boss: Stoker, 20000 HP

Here's a strange boss. It changes its form to four creatures, but only one of them is real. When you track down the real boss, get him!

Items: 9000 GP, 12000 GP, Beast Killer, Circlet, Crystal Helm, Dark Matter, Dragon Fang, Elixir, Ether x 2, Protect Ring, Rising Sun

FORK TOWER

(Recommended Level: 36)



To get to the Fork Tower, simply fly your Airship a little bit to the Northeast of Mirage Village.

You have to divide your party in two in this tower. One party goes up the Tower of Magic (Left) and the other goes up the Tower of Power (Right). Only magic is allowed in the Magic Tower and only physical attacks are allowed in the Power Tower. Also, you have to fight two bosses in a row, so changing equipment is not an option.

Once you've finished up here, go to the Airship Base under Fork Tower and Cid will make a few modifications to your Airship.

Boss: Minitaurus, 19850 HP

Definitely use a Monk for this one. If you make two Monks, one can Guard while the other attacks. Don't be afraid to use your healing items.

Boss: Omniscient, 16999 HP, Weakness: Wind

If you make just one physical attack, you'll start the battle over. If you cast Berserk on him, he won't use magic. Summon Golem to guard against his attacks, then Aero 2 him into next week.

Items: Defender, Ether, Hi-Potion, Wonder Wand

THE GREAT DEEP

(Recommended Level: 36)

Whole lotta undeadness happening in here. Keep in mind that Requiem doesn't take any MP, yet hurts an undead monster plenty fine. Just a thought.

Fight the two gargoyles guarding the entrance and then head in and take a right. Continue until you reach a spot where you can go down and pick up a Water skill from a chest. Go back up and continue going right down the path and find some stairs at the bottom right. In the next room is a Save Point. After this necessity, continue on down.

In the 4th level basement, activate the first switch that you see on your left. Go down and off to the right, but don't activate the 2nd switch as it will remove the bridge. Go to the right of the 2nd switch until you reach a door. In the next room descend the small steps and activate the first switch on your right. You will drop through a trap door. Get out of the magma and go up until you find a Dragon Fang in a chest.

Walk down and to your left until you reach steps leading down into the magma that you have to cross to the right. Use a Geomancer to avoid being hurt. When you get back to the area with the five switches, activate the uppermost right switch to get the chest up on the top containing the Fire Ring. Go down and activate the switch below you to fall into a trap door that takes you to the bottom floor. Go all the way to the right and out the door.

In the 5th level basement, head down to the right and enter the magma. Grab the Ether in the chest and go up the right side. Continue on back into the magma and grab the Phoenix Down. Head out the farthest door on your right. Save, heal, and get whatever supplies you need from the shop in the room above. (Everyone thought he was crazy for opening a store here. Location, location, location!)

Head down the two steps to get to the area with water. Go up into the waterfall on the right. Go right and down into the magma again. Before you check the chest to your right, go all the way to the far right and flip the switch. It will open the door on your left, so now you can grab the Kaizer Knuckle from the chest on your left. Now you must activate all three switches below and then open the other chest to open the door above you. Head in to face the bosses of Great Deep.

Don't forget to go and collect three more legendary weapons from Kuza Castle afterwards.

Boss: Triton Red, 13333 HP, Weakness: Ice, Cure

Boss: Nergade Blue, 13333 HP, Weakness: Fire, Cure

Boss: Triton Red, 13333 HP, Weakness: Earth

Requiem will hit two of the three enemies and do a fair amount of damage. If all four party members use Requiem, this fight's a piece of kelp. Optionally, use Bolt 3, Hydra's Boltstorm, and Titan respectively on the three.

Items: Suiton no Jutsu, Flame Ring, Dragon Fang, Ether, Phoenix Down, Kaizer Knuckle.

BASEMENT OF VAL CASTLE

(Recommended Level: 37)

To get Odin, you have to enter the Dungeon of Jachol Village, located to the left of Val Castle. Land your Airship at the cave entrance and go in. Once inside, activate the 2nd switch to open up a hidden path. Head down to where there are multiple illusions of switches on the wall. Wait until all the fakes disappear and activate the one true switch. Go back up to where there is now a door. The door is locked. Face the uppermost open chest and press ✖ to unlock this door. Go

in and head up. Grab the Shuriken and Tent in the chests on the left and go up to meet Odin, but unlock the door on the bottom before you leave this place.

Boss: Odin 17000 HP

You've got 60 seconds to beat Odin before his sword cuts you down like a hot knife through butter. Talk about pressure! Try casting Holy and Flare, as well as throwing Shurikens. If you think you can spare the time, try to steal the Protect Ring.

PHOENIX TOWER

(Recommended Level: 38)

To get here you need to use the Black Chocobo that you can find back at Mirage Village. Fly Northeast of Mirage until you reach a large desert area. Land your Chocobo in the forest in the desert and walk Southwest to Phoenix Tower. When you enter, search the wall in the middle of the Tower for the hidden staircase. Many of the room in this Tower give you the choice of two staircases. If you pick the right one, you avoid fighting enemies. For you non-sporting types out there, here's the correct decisions to make:

Left, Left, Right, Right, Left, Left, Right, Right, Left, Left, Right, Left, Left, Right, Right, Right, Right, Left, Left, Right, Door.

On some floors, you'll fight an enemy called Magic Pot. If you feed these an Elixir, it will give your group 100 ABP each! Also, if you have a Thief, always try stealing from these monsters: Sherry, Snake Lady, and Floating Lady. You'll thank us for the tip.

Items: 5000 GP, 10000 GP, 15000 GP, 20000 GP, 25000 GP

NORTH MOUNTAIN

This is located North of the forest containing the Phoenix Tower. At the peak, you fight Bahamut.

Boss: Bahamut, 40000 HP

There is no easy way to kill Bahamut. This is a long and grueling battle. Slow and Stop will work (but Stop doesn't work too well). The best magic attacks are Flare, Meteo, and Holy.

SUNKEN TOWER OF WALZ

You can enter this tower using your Submarine. You'll enter from the top of the tower and make your way down. However, since you can't breathe water, you will have to return to the sub within the time limit. At the bottom you will face Gogo.

Boss: Gogo, ??HP

Gogo is a Mime, which in itself is enough reason to make you want to utterly destroy him. Unfortunately, to beat him, you can't attack him (oh, cruel fate). He'll give up if you don't do anything for a couple minutes.

New Job: Mime

EASTERLY FALLS

(Recommended Level: 39)

You have to enter this place from an underwater cave. Look for a white spot to the North of Easterly Falls on your underwater map. Get out of the Submarine and go to the right. Once you are outside, make your way to the Falls on the left and walk into it. When you are in, you will have to fight the two Gargoyles to gain access to the dungeon. When you defeat the enemies, you'll learn that the 4th Lithograph can be found in the dungeon.

Enter and go up, then left. Make your way to the far-left chest to pick up Ether. Walk up a few steps to also find a Turtle Shell. Go back up the middle and pick up an Air Lancet from the upper-right chest. Walk back a little to the left and go up the center stairs through the door to get to the next section. Go up and down into the right entrance to reach B2 floor.

Head down and pick up a Giant Drink to the right. Continue down and now go to the left of the same area. Go up the farthest left walkway and activate the switch. This will momentarily stop the waterfall on the right that is blocking the chest. Make sure that you have the Thief's Dash ability. Run quickly to the chest after hitting the switch and get the Protect Ring. On the B3 floor, head down to the left and back up to the right to get a Phoenix Down from out of the chest. Go back all the way to the left and down to continue. Go toward the left to find a Wall Ring in the chest. Head down toward the right to go through the door to continue. In the next room heal up and use the Save Point.

In the B4 floor, walk down a bit and fall into a trap door. This will take you down and you'll find a Magi Shuriken in a chest. Go over to the far left chest to find an Aegis Shield. Head down and activate the switch to remove the spikes blocking the chest. Get a Double Axe from the chest below. When you're done, go up the center staircase to get back on the B4 floor. Go to the far left and down to pick up 12000 GP from the chest and go back to the center area. Go up into the small room to find an Artemis. Afterwards, go back out and up to the left to continue. Be careful of the trap floors. Once you go out the far-left door, you will be back on the B3 Floor.

Go up and find an Enchanter in the chest above you. When you're ready, go back to the B4 floor. Activate the left switch that you hit earlier to remove the spikes. Once the spikes are gone, go into the hole they created to fall to the next floor to continue. In the B6 floor, go around and in the middle to pick up the 4th Lithograph. When you try to leave, a monster will confront you. Fight Leviathan and beat it to gain the ability to summon him. After the fight, go to the bottom of the room and walk right into the waterfall to be washed back outside.

Remember to head back to Kuza Castle to collect the last three legendary weapons.

Boss: Leviathan, 40000 HP, Weakness: Bolt

Use Lightning 3 to blast him back to whence he came. The Coral Rings you can buy at Mirage will help absorb his water attacks.

Items: 12000 GP, Aegis Shield, Air Knife, Axe of Giants, Bow of Artemis, Enhance Sword, Ether, Fuuma Shuriken, Giant's Medicine, Phoenix Down, Protection Ring, Reflect Ring, Rune Blade, Turtle Shell

HEY! Now's a good time to decide if you want to pursue a few little extras that will not only help you finish the game, but will make you feel like a more whole and accomplished person, and isn't that why you're playing an RPG in the first place? We put these at the end of our FFV guide in an attempt to make them more obvious to you. Hopefully, this worked and you're not just finding out now that you screwed yourself out of some stuff. Turn to the end to find out.

CLEFT OF DIMENSION

(Recommended Level: 40)

The entrance to Cleft of Dimension is the hole that used to be Tycoon. Fly over the hole to get into the Cleft of Dimension. Since this is a VERY long dungeon, each area is broken up to ease in finding your way.

CLEFT OF DIMENSION: THE RUINS

When you enter this area, head down and to the right. Continue riding the sand current until you reach a door and a cutscene takes place. Go in the door and jump onto the rope. When you land in the next room, go down through the door. In the next area, find an Ether in the left chest and a Cottage in the right chest. Go back down through the

center door. Head down the center and pick up an Elixir from the left chest and a Dark Matter from the right chest.

In the next area jump down twice using the moving rope until you reach the bottom. After you land, go to the right. Go up the far-right rope to find an Elixir in a chest. Go back down and now go up the far-left rope to continue. Go up the rope to reach the next room. When you go down, you will appear at the hidden area in Mirage Village. You will come out the door that you couldn't go into earlier in the game. Heal up at the usual spot found up to the left. Continue down until you reach the outside. The whole village should be stopped. Exit the village and you should now be in the Forest of Cleft of Dimension.

Items: Blood Sword, Cottage, Dark Matter, Elixir x 2, Ether

CLEFT OF DIMENSION: THE FOREST

When you enter the forest, go right, then up until you reach a tree. Go around the tree to the left and go up the right side to reach a chest with a Dragon Fang in it. Go back down and make your way around to the left and up toward the right. Continue to the right and down until you find a chest with a Power Rod.

From that chest, walk back up the left a bit and find a Ribbon, then down the left to find an Enchanter. Go right and down to find a tree with a black hole in the middle. Face the tree and press ✖ to open up a hidden path. Walk into the hole to fight WoodSprite. After the fight, enter the hole and you should now be in the Dungeon of Cleft of Dimension.

Boss: WoodSprite, 18000 HP

Her Reflect can be canceled with Dispel. A good, old fashioned pummeling will take care of her, but if you feel you just have to do something fancy, use Summon magic, which can't be reflected.

Items: Dragon Fang, Enhance Sword, Ribbon, Rod or Riris

Cleft of Dimension: The Dungeon

When you enter the dungeon, go up around to the right and descend the stairs. In the next large area, go to the right past the waterfalls and enter into the first cave entrance. Get the Coral Ring from the chest above and continue to the right. In the next room, use the Save Point. When you're outside, go to the right. Watch out for Omega just outside. It's a crazy hard fight, but its optional. You can use the Thief's Dash to get away easily.

Go into the entrance past the waterfall and up into the door. In the room, read the red book on the table and get into a fight with Apanda. Touch the book on the table in the same room and you will see the room flash. Walk out and you will be in the Towers of Cleft of Dimension.

Boss: Omega, 55530 HP, Weakness: Bolt

Say hello to one of the toughest things in the game. Omega's only weakness is Bolt. The secret to beating him is combining the abilities Two Sword, Four Hit, Magic Sword, and Lightning. This allows you to attack eight times with Sword Magic Lightning. However, this requires you to master Ninja and Archer, as well as have Knight Lv 5 for Sword Magic Lightning 3. You'll need three characters with this ability, and they'll all probably need to be level 50.

If you've got the right stuff, follow this procedure:

-Make three Suppin with Four Hit and Sword Magic as their abilities. Make the fourth person a Mime with Time and Space Magic Lv5+ and White Magic Lv 5+.

-Equip everyone with armors that will increase their agility and equip everyone with Flame Ring. The Ring will absorb some of his attacks.

-Have the three Suppins cast Magic Sword Lightning 3 while Mime casts Haste 2.

-On the next turn, have every Suppin attack with Four Hit. Have Mime cast Cure 3 on the party.

-Repeat.

If you think this sounds like a lot of hassle to beat a boss you could run from, you're right! Here's the most important thing this walkthrough can teach you: Discretion is the better part of valor. In other words, don't be a freak who has to do everything. Leave Omega alone. GI will still respect you in the morning.

Boss: Apanda, 22200 HP, Weakness: Fire

His weakness may be fire, but ironically, Ifrit will heal him. A couple Mimes (if you can allow such a thing) can do wonders here. Attack with Fire 3, Magi Shurikens, or Fire skills and use your Mimes to continue the attack.

Items: Angel Ring, Flame Ring

CLEFT OF DIMENSION: THE TOWERS

The roads here are invisible, so having a Thief's Hidden Route ability is essential. There is no boss in this area, but the random encounters are brutal. Simply follow the path and you'll get to the castle.

CLEFT OF DIMENSION: THE CASTLE

When you enter the castle, check out the left and right wing hallways to find Thor's Hammer and Winged Shoes. Then descend the back of the center staircase to reach the B1 floor. Go into the far-left cell to encounter a boss named Azulmagia. A Save Point will open after the fight. Walk right from the Save Point and Catastrophe will be hiding behind the bars of the far-right cell. Fight Alte Roit if you want to get the Rainbow Dress and Red Shoes.

After you collect all the items, go to the cell where you fought Catastrophe and go up the stairs until you get outside. Be sure to get Man-Eater by going into the left wing. Go down and when you reach the end of the left staircase, you'll find the item. Enter the central door and fight Halycanos. Go up the staircase to the top of the castle. You'll fight Twin Tania here. After Twin Tania, follow the staircase up to warp to the last floor. (On the staircase to the warp point, you can encounter an enemy called Yojimbo. Sometimes you can steal Ame no Murakumo, the strongest Katana in the game, from him.)

Boss: Azulmagia, 27900 HP, Weakness: Poison

You absolutely must use Bio. Each one will do around 7500 damage. Combine this with a beating from Monks, Knights, and Ninjas to murdalize the bum!

Boss: Alte Roit/Jura Avis, 6000-15000 HP

When he is in Alte Roit's shape, Magic Sword and Flare work. When his Circle attack hits you (it erases one of your characters for that battle), use Return to reset the battle. When he transforms, Fire, Ice, and Bolt magic will not work. Use Bio instead.

Boss: Catastrophe, 19997 HP

He ain't so tough. Just make sure you have someone that can heal the party. If you really take a disliking to this guy, make one person into a Levitate chanting character. How do you like them apples?

Boss: Halycanoes, 33333 HP

If she hits you with Frog, cure him/her with Maiden's Kiss. Heal the character that got hit with Holy or Power Concentration with Raise. Other than these tips, any old attack will do just fine.

Boss: Twin Tania, 50000 HP, Weakness: Holy Power, Water

Twin Tania's weakness is Water and Holy power, so use Magic Sword Holy and Leviathan to attack. Use Shell to guard your party against his Giga Flare. When Twin Tania does his

power-up, you'll see the message "Powering up for Giga Flare" onscreen. When this happens unleash Odin. If you have time, try to steal the Giant's Ax from him.

Items: Man-Eater, Rainbow Dress, Red Shoes, Thor's Hammer, Winged Shoes

CLEFT OF DIMENSION: THE FINAL FLOORS

Once you arrive at the first warp site, you'll encounter Gilgamesh. After a while, he will run once again...When you have warped twice, you'll see a treasure chest on an island-like place (connected with the staircase). It holds Ragnarok, but it is heavily guarded. The monster that guards it is called Shinryuu.

If you go further into the last floor, you'll meet NecroPhobia. (Don't go straight!! X-Death is there!) After you beat NecroPhobia and saved the game, enter through the first warp zone to fight X-Death.

Boss: Gilgamesh, ??HP

Just make sure to Steal Genji Glove and attack normally. This shouldn't be a problem.

Boss: Shinryuu, 55500 HP

As his initial attack, he will do Tidal Wave which inflicts 6000+ points of damage. Having four Coral Rings will block this. If you can get the Flying Dragon Lance (you can steal them from the Mover that hangs around the Save Point) this will help a lot as it always scores critical hits. Try to get eight Flying Dragon Lances and have everyone go up to master Ninja. Don't attack him with anything that has a Holy attribute. It will heal him.

Make four Bare characters with Jump as their ability. Equip everyone with two Flying Dragon Lances and Coral Rings to absorb the first Tidal Wave. As soon as the battle starts, have everyone Jump.

Boss: Necrophobe, 44044 HP

You must defeat all four segments of barrier before you can attack Necrophobe. Use Shell to minimize the magic damage and Golem to guard against Necro's AirBlade. Once Necro is alone, use Odin.

It will take a while, but if you want to see the end of Gilgamesh, you have to follow these steps: Kill the barriers. Reduce Necro's HP to 5000 or so, but don't kill him. Wait and Gilgamesh will show up. Steal the Genji Armor from him, then let them both have it.

Items: Elixir, Magi Shuriken x 3, Ragnarok

THE FINAL BATTLE WITH X-DEATH

It's been a long road, but here we are. Here's the Jobs and abilities we think your characters should have:

Bartz – A Traveler with Knight, Monk, Thief, Samurai, and Chemist classes mastered. He should have the following abilities: Coin Toss, Mix.

Reina – A Mime with Monk, White Mage, Black Mage, Time Mage, and Red Mage classes mastered. Her abilities should be: Dual Magic, White Magic, and Time Magic.

Krile – A Mime with Monk, White Mage, Black Mage, Blue Mage, Red Mage, and Bard mastered. She should have the following abilities: Dual Magic, Black Magic, and Blue Magic.

Faris – A Mime with Monk, Thief, Samurai, and Caller mastered. He should have the following abilities: Coin Toss and Item.

Boss: X-Death

Golem is very helpful in protecting the party. Haste will give you an edge in battle. Pepper him with Flare, Holy, and all the strong magic you have. Eventually, he'll morph into...

Boss: NeoX-Death

There are four sections to NeoX-Death and the back two are considered to be on the back row, so all physical attacks inflict only half damage. Make sure that you can heal your party with Esna at any given time in the battle. Hope you save some cash because Coin Toss works great.

THE END(S)

The ending will depend on which characters are alive when you defeat X-Death. People turned to stone are considered dead. If you manage to keep everyone alive when you defeat him, you get the longest ending.

Extra, Extra, Extra

The following are some optional things you can do just before beginning the Cleft of Dimension portion of the adventure. Some may not exactly help you, but they most certainly won't hurt you.

WHIP IT GOOD!

Take your Airship and land it on the water near the sunken tower of Walz. You'll encounter StingRay (30000 HP). If you Control him, you'll be able to use Mighty Guard. If you have a Blue Mage or someone with the Learning ability, Mighty Guard is yours. StingRay also drops Beard of Dragon, the strongest whip.

A BIG PIANIST

Once you've played all the pianos around the world, you can become the Piano Master. The Bard in Crescent will present you with Power Song, which will raise your levels during battle.

A TEST OF METTLE

Go to Moore Village. The locked door is now open. At the end of a small forest, you'll be offered either a Chicken Knife or a Brave Sword. Evaluate your bravery up to this point. The Chicken Knife's attack power is based on how many times you ran from a fight before you got it. It will also make you run sometimes when you choose to fight. The Brave Sword has a high initial-attack rating, but that decreases every time you run from a fight. Judge thyself!

THE UNDERSEA PSYCHIC

Take the Airship to Karnak and dive in the bay to the South. Look around and you'll find a cave on the right side. Enter there and you'll meet a psychic old man who will tell you how many fights you've been in, how many monsters you've killed, your average experience points per battle, your treasure chest collection percentage, and how many times you've saved. Freaky!

WELL, WHOOP-DE-DO

Take your Airship over the sunken tower of Walz. Go directly North and dive as soon as you reach the ocean. Continue North and you'll meet Moai on the sea floor. By the way, there is absolutely no point in doing this and it has nothing to do with the game, but knowing is half the battle. Yo Joe!

FINAL FANTASY VI STRATEGY GUIDE

Chapter One

Narshe

The adventure begins with you controlling Terra in MagiTek Armor. Follow the path through town to the Mines of Narshe. When facing the snail-like Whelk, make sure not to attack it when it hides inside its shell. Use this time to heal up. Find the frozen Esper and say good-bye to Biggs and Wedge. Once Terra awakens, speak to the old man. He will assist Terra in hiding from the Imperial Guards.

Take Terra into the Mines and take the path past the Save Point to the top. She will fall through a hole in the floor. You will then meet Locke, the thief... er...treasure hunter.

Locke will enter the caves to find Terra. Imperial Guards will be closing in on them. Moogles to the rescue! You will have control of three parties. Two are made up of all Moogles, the other has Locke with three Moogles. Switch parties by pressing ■, and head off the Guards at the pass before they reach Terra.

After this, explore the training house in Narshe to learn more about FF6's battle techniques.

Go to Figaro Castle

From Narshe, walk South through the desert to find Figaro Castle. Speak with Edgar, King of Figaro Castle.

After some conversation, you will eventually be controlling a solo Terra. From where you enter Figaro Castle, go up through the double doors. Keep going up through the next set of doors. Go left and into the door on the side. You should be in a room where you can go to sleep. Go down the stairs to the right and out of the room. You will be able to walk around outside with the Chocobos. Walk to the West and you will find the West Tower of Figaro Castle. Enter the door to the tower and talk to the Matron. You will see a cutscene involving Edgar and Sabin. After this, go back to the Throne Room and talk to Edgar and Locke. From the Throne Room, go through the South door. Then go down and through the door on the right. You will be in the Library. After entering this room, go down the stairs and to the left. Go South out of this room and you will be able to walk around with the the darling little Chocobos. Walk right to find the East Tower of Figaro Castle. Enter the East Tower and go up the stairs. There you'll find Locke. Talk to the man.

Find the Cave East of Figaro Castle

After escaping from Kefka on the Chocobos, work your way East to find a cave in the mountains. Go up to the Recovery Spring. Follow the path to exit the cave on the other side.

Once outside, hoof it South to find the town of South Figaro. In South Figaro, talk to everyone and stock up on weapons, armor, and items for your party. You can't do anything else in South Figaro right now.

Find the Returner's Hideout

From South Figaro, walk North to Sabin's Cabin. Speak with the old man outside to learn where Sabin went.

Leave the Cabin and walk South and then Northeast, to find a path that leads up a mountain. Go up the path to enter Mt. Kolts.

In Mt. Kolts, follow the shadowy figure until you encounter Vargas. While fighting Vargas, Sabin will join your party. Sabin will eventually fight Vargas alone. To defeat Vargas, Sabin must use his Blitz attack. To do it, choose the Blitz command, then press left, right, left, and ✖. If you can't get the commands off fast enough, try adjusting the battle speed on the Configuration screen.

Once you have beaten Vargas, go through the doorway behind him to exit Mt. Kolts. Follow the path between the mountains to find another path leading up another mountain. Enter to find the Returner's Hideout.

The Lete River Rapids Ride

When you arrive at the Returner's Hideout, talk to Banon. While Banon rests, you will have control of Terra. Talk to everyone. The guard next to the hideout entrance will tell you that Banon is outside. Go out and talk to Banon. Be nice and agree to help him. Banon gives you the Gauntlet relic. (If you're a jerk and thrice refuse to help Banon, you'll still get suckered into helping him, but will get the Genji Glove relic instead.)

Exit the Hideout and jump on the raft. Go up at the first junction. Go left at the second junction. After a Save Point, you will encounter Ultros. You must keep Banon alive. If you don't, you will have to begin again from your last save. Use Banon's powerful Heal command and Terra's Cure magic to keep him alive. You can also place Banon in the rear row for further protection. To defeat Ultros, use Sabin's Blitz and have Edgar attack with the Auto Crossbow.

Edgar, Terra, and Banon's Adventure

You begin this part of the story continuing down the Lete River Rapids. At the end of the river, you will appear in the overworld.

Walk West, then North, to enter Narshe. From the classroom in Narshe (located in the Southwest portion of town), walk left below the rocks to a dead end.

Hit ✖ to trigger a hidden switch in the rock wall to open the mine. Once in the mine, go up and right to get back outside. Once outside, go left, up two flights of stairs, and left back into the mine. Follow the path to the top and go up into a room with a moving light.

Follow the light to get to the top of the room. In the next room, follow the path past the first doorway you see and continue down. Go down past the Save Point and exit the mine. Cross the bridge. Keep going right, and then go down into the back of the old man's (Arvis) house.

Have a chat with Arvis.

Locke's Adventure

You begin this scenario as Locke in South Figaro. Speak with Duncan's wife to learn about the secret passage under the Rich Man's house. Exit her house and climb up both sets of stairs on the left to the top level. Go into the Item Shop and talk to the merchant next to the clock in the Northwest corner to fight him. Keep using the Steal command in battle until you get his clothes.

Once you have the merchant's clothes on, bring him to the old servant's house and go downstairs. Talk to the boy to pass through. Walk to the Northeast corner of town and climb the ladder to the top level. Follow the path all the way left and down to the soldier wearing a green uniform. Talk to the soldier to start a fight, then use the Steal command until you snatch his uniform.

Put on the soldier's uniform, go back to the town's lower level and go to the far West side. There you'll find a soldier in a brown uniform standing between the water and three crates. Talk to him and he'll go on break. Walk down and right to enter the Cafe. Go to the right end of the Cafe and climb down the stairs. Go through the door to find another merchant. Beat him up to get the cider, but be sure to Steal his clothes in the process. If you don't get this guy's clothes, you can steal some from the merchant in the top right room of the Inn.

Once you've got the cider, return to the old servant's house in the lower part of town. You have to be dressed as a merchant to get past the boy blocking the stairs. Speak with the old servant and give him the cider. He'll tell you to talk to his son and give him the password he forgot. Talk to the boy blocking the stairs. You'll have the choice between Rosebud, Courage, and Failure as passwords. Choose Courage and the boy will open the secret passage.

After entering the secret passage, you will appear in the Rich Man's house. Climb the stairs and go through the door. Go right and down, then enter the door there to find the main part of the house. Climb the stairs on the West side of the house and enter the first room (where the Rich Man is). Go to the Northwest corner of the room and walk behind the bookshelf to find the secret stairs to the dungeon.

You will then watch a cutscene with the guards torturing Celes. Once the first guard leaves, go into the cell and speak with Celes. Remove her chains. Once Celes has joined you, search the sleeping guard. You will be asked if you want to take the Clock Key. Be a good treasure hunter and take it. Exit the room and go to the far-right end of the hall. Enter the last door on the right and go up to the top clock in the room. Face the clock and press ✖. Choose to wind the clock and a secret door will be revealed.

Go through the secret door and follow the path to the right. At the end of the trail, go down and take the first right. When you reach the three-way intersection, take the second path on the right. Follow it right and up, then climb the stairs at the end. Go up through the door to exit the town.

Once you have exited the town of South Figaro, walk North to enter the Cave of Figaro. Follow the path to the Recovery Spring. As you try to exit the Cave, you will fight Tunnel Armor. To defeat it, use Celes' Runic ability to absorb Tunnel Armor's magic.

Sabin's Adventure

Walk right to enter the House on the Veldt and meet a crazy old man. Outside the house, buy items from the merchant on the Chocobo (remember, you won't have Terra around to cast Cure), and speak with Shadow to have him join your party.

Leave the House on the Veldt. Walk East to the forest, then walk South. Cross the bridge to the left to enter the Imperial Base. You will watch a cutscene of Doma Castle being attacked and you will meet Cyan. When you have control of Cyan, smack around the Imperial Commander and the Imperial soldiers will flee.

Back at the Imperial Base, walk down over the bridge to see General Leo speaking with a soldier. Kefka is plotting to poison the river. Speak with Kefka, fight him until he runs away, then catch up with him and fight again. Kefka escapes you and poisons the river.

Cut back to control of Cyan. The king of Doma Castle is dying from the poison. Explore Doma Castle to find Cyan's wife and son also dying from poison. Cyan will then appear at the Imperial Base blindly attacking soldiers. Talk to Cyan to have him join your party. Assist him in defeating the soldiers. All of you will hop into some MagiTek Armor.

Once in the MagiTek Armor, walk around the Imperial Base, fighting everyone you see. After you've cleaned house, exit the Imperial Base. Cross the bridge to the West. Walk South and cross the bridge to the East. Walk South between the mountains to enter the Phantom Forest.

To find the Phantom Train at the end of the forest, follow the path right to the end. Go up into the next screen to find the Recovery Spring. Go right from the Recovery Spring to the end and then go down to the next screen. Go right and then up into the next screen. Walk right and take the first path up to reach the Phantom Train.

Walk to the first train car and go up to enter it. Walk left to enter the next car, and keep going left until you must go through a door to enter a train car. Some ghost will act like a real buzzkill, telling you there is no chance of escape.

Climb the ladder to get on top of the train car. Walk left and take a flying leap across the next two cars. Walk left into the next car and hit the ✖ button at the yellow switch to detach the back train cars. Walk back into the car and flip the yellow switch again to remove the wall blocking your path.

Walk left to the dining car and speak with the two ghosts at the end. Take a seat at the middle table to be fed and fully restored. Go back outside and walk left along the outside of the car to enter the next one. Go up into the first door to fight Sigfried.

After defeating Sigfried, walk left to exit the car and go to the next one. Talk to the non-ghost guy to learn about stopping the Phantom Train. Walk to the engineer's room and flip the first and third yellow

switches. Then walk outside and go left, up to the smoke stack. Press ✖ here to stop the train.

The Phantom Train will then want to fight. Use a Phoenix Down to destroy the Train with one hit. After leaving the Phantom Forest, walk South, then East, and then North to find Barren Falls. Once in Barren Falls, walk up to the edge and jump off.

As you fall, you will have to defeat several piranhas. The final enemy to defeat is Rizopas, a kind of super-piranha. After defeating Rizopas, Sabin will float to the shorelines. You will then meet Gau.

Exit this screen. Walk East and then South to find the town of Mobliz. (You'll probably encounter Gau a few times on your way to Mobliz. There is no way to have him join your party yet, so just whack him to make him go away.)

Enter the town of Mobliz. Go to the Item Shop and purchase some Dried Meat. Leave Mobliz and get into fights until Gau shows up. Feed him the Dried Meat and he will join your party. (It's also a good idea to fight with Gau in your party and have him use his Leap command. Gau will be gone for a while, but when Gau shows up again, he'll have some new attacks he can use with his Rage command.)

If Gau hasn't returned from his Leap, keep getting into fights until he shows up again. Once Gau is in your party, walk South of Mobliz to enter the Crescent Mountain. Inside the Mountain, search around until Gau digs up the Diving Helmet.

Once you have the Diving Helmet, go out the South Mountain opening and jump into the Serpent Trench. Once in the trench, if you select the left routes, you will travel to the town of Nikeah much faster. If you select the right routes, you will obtain more items before reaching Nikeah. The choice is yours.

In Nikeah, buy better weapons and armor, and purchase needed relics and items. After that, return to the ship and speak with the captain. You will have an option which will allow you to shop or to hop aboard. Select Hop Aboard. Sabin and the party will arrive in Narshe.

Defeat Kefka and His Imperial Troops

Above the town of Narshe, speak with Banon. Let him know that you are prepared. You must then place your characters into three separate groups. To switch between groups, press ■. Your goal is to defeat all the soldiers before they reach Banon. Defeat Kefka and you'll receive the Peace Ring.

Terra's Transformation

After beating Kefka, your party will appear on top of a cliff facing the frozen Tritoch Esper. Terra causes a reaction from the Esper, transforms, then flies away. Your party regroups in Narshe and you have to decide on four characters to form the party.

The Search for Terra

Leave Narshe and walk South to the desert. Return to Figaro Castle. Sabin takes off to explore the Castle. Head to the bedroom and rest. Sabin will recollect the past. After this cutscene, return to the entrance of Figaro Castle and go down the left stairway to the basement. Talk to the old man and he will give you the option of traveling to Kohlingen. Take him up on the offer. The castle will sink and travel under the mountains to the West. Exit Figaro Castle and walk North to the town of Kohlingen.

In Kohlingen, go to the Northeast house and walk in through the back to get a Green Beret. Go in the front of the house and down the stairs. You will enter a cutscene where you see Locke recall his past with Rachel. Talk with the townsfolk to get clues, then leave Kohlingen.

When you leave Kohlingen, head West to the coast, then follow the coastline South until you see the town of Jidoor.

Enter Jidoor and talk to everyone to gather information. Go to the North end of town to the Rich Man's house. Speak with this Rich Man to learn that Celes is a look-alike of the famous opera star, Maria. Don't forget to buy items and new armaments for the party before you leave Jidoor.

From Jidoor, walk South, then East, and then North, skirting the mountains. At the end of the mountain range, go South to find the town of Zozo.

In Zozo, go to the North end of town and enter the Inn. Walk up to the clock and press ✖. Change the clock to ✖ hours, 10 minutes, 50 seconds. Walk right and go up the stairs through the newly opened secret passage. In a chest you will find the Chain Saw.

Head for the South end of town and go inside the building with the Relic symbol above it. Inside, go up the stairs to the left. Once outside, go up the stairs to the right and enter the dark doorway on the left.

In the next room, follow the thieves through the hallway and then go up the stairway to the left. Once outside, take the stairway to the right, then go left and enter the dark doorway. In the dark doorway, hold left on the control pad to jump to the next building. Walk left and hold left on the control pad again to jump to the next building. Walk down, left, and then up into the dark doorway. Once inside, walk up to the top, then walk left through the passageway. Walk down and go down through the doorway to appear outside again.

Once outside, go up the stairs to the right and enter the dark doorway at the top. In the dark doorway, hold right on the control pad to jump to the next building. Walk right, then hold right on the control pad again to jump to the next building. Go up the stairs on the right, then go left and enter the door.

Inside, go up the three stairways to the top. Walk left and go down through the doorway to appear outside. Once outside, go up three stairways to fight Dadaluma. For defeating Dadaluma, you get a Head Band.

After beating Dadaluma, take the stairs to the top and enter the door there. Walk straight up to find Terra lying in bed. Speak to her to start a cutscene. You meet an Esper named Ramuh and learn about the other Espers trapped in the MagiTek Research Facility. At the end of this, press ✖ next to the four pieces of Magicite to receive the Espers Ramuh, Stray, Siren, and Kirin.

Go down and speak with Locke. You will make a new party that must include Locke and Celes. Get out of Zozo and walk South to go back to Jidoor.

The Opera House

When you get back to Jidoor, walk to the Rich Man's house. Chat with the Impresario who will mistake Celes for Maria, the opera singer. Walk down and press ✖ by the letter on the floor. You will read the letter and learn about the wandering gambler, Setzer.

Leave Jidoor and head South along the peninsula to find the Opera House. Speak with the Impresario and learn about the plan to pull a switcharoo with Celes and Maria to trap Setzer. You'll watch part of the opera performance. When you have control of Locke, go right and then Southeast through the door (which you are unable to see).

Talk to Celes. When in control of Celes, read the score on the table and write down the lyrics. Exit the room and walk left through the wall to perform the opera sequence.

For the opera, you must select the proper lyrics during the performance. The first correct lyric is, "Oh my Hero." The second is, "I'm the Darkness." The third is, "Must I forget you?" Ignore the fact that these lyrics are really creepy and don't seem to make any sense. Nobody really likes opera anyway, except for maybe a few Mafia-types. Once Celes appears on the next level up, Draco emerges. Go to him and press ✖. He will ask that you follow his lead. Follow Draco as he moves about the balcony. When he stops, face him and push ✖. You need to do this three times. If you do it correctly, Draco will turn into a bouquet of flowers. Pick up the flowers, then quickly walk up the stairs to the balcony. On the balcony, walk to the left edge and press ✖ to throw the flowers.

After performing the opera correctly, you will once again be in control of Locke. Walk back down to the room with the opera lyrics and press ✖ at the letter lying on the floor. You will learn that Ultros plans to sabotage the opera.

Return to the balcony and speak with the Impresario. He tells you to speak with the man to the right of the balcony. Go to the right and through the door. Walk around the seats and head through the next door. Go up the stairs and speak with the man blocking the way. He will tell you to go to the left part of the balcony to gain access to the catwalk. Go back to the balcony. Walk left past the Impresario and go through the door. Walk left around the seats and go through the next door. Head up the stairs and pass through the doorway.

In the next area you are up above the stage on a catwalk. Follow the path until you reach Ultros. You will fall to the stage with Ultros and a fight will ensue. Ultros' most powerful attack is turning your characters into Imps. The White Cape relic will protect you from this and Green Cherries will counter it.

After defeating Ultros, Setzer will swoop down and grab Celes, taking her to the Airship. The other party members join her once Setzer imprisons her in the main part of the Airship. When you appear in the next part of the story aboard the Airship, walk up and talk to Setzer. A coin toss will occur, causing Setzer to join your party. Setzer will fly the Airship to the lower continent and land next to Albrook.

The MagiTek Factory

Enter the town of Albrook. Here it is important to saunter around and blab the ear off any unsuspecting person you meet. Speak with everyone and buy armor, items, and weapons as needed. Exit Albrook.

From Albrook, walk West and head North between the mountains. Here you will find the charming little town of Vector.

In Vector, go to the right of the Inn and then go North. Talk to the old man who is behind two crates. He distracts the soldiers. While he is distracting the soldiers, walk over to the left-hand crate, face it, and hold down on the control pad to jump on top of it. You then leap onto the steel beams overhead. When you land back on the ground, follow the train tracks. Walk up to enter the MagiTek Research Facility.

Get Shiva and Ifrit's Esper Powers

Once you're in the MagiTek Research Facility, go down the stairs and meander down the path to the left. Go down the set of stairs on the left. Climb down the stairs below you. Go to the right to the two pipes below you that look like they have eyeballs on them. Ease on over to the pipe on the left and you will be whisked away on the conveyor belts. Hop onto the conveyor belt to the right and open the treasure chest. Opening it, you will be as happy as a child on Christmas morning to discover that you have been given the Thunderblade.

Walk to the bottom of the area and step onto the wide conveyor belt on the left. You will automatically ride left and down into a new section where MagiTek suits ride the conveyor belts on their way to another day in the meaningless rat race. Step onto the conveyor belt to the right. You will automatically go down and see Kefka.

Kefka will throw two Espers down a conveyor. Step onto the conveyor belt to follow the Espers. You will appear in a dungeon room with the two Espers. Speak with the Esper on the left (not the blue one) and the Espers will attack you. Fight them until one says, "I sense a kindred spirit. Who are you?"

Talk to both of the Espers and they transform themselves into Magicite pieces so you can pick them up. Press ✖ to acquire their powers. Say hello to Ifrit and Shiva.

Find the Remaining Espers and Kefka

Go up to the door on the left to find a Save Point. Then go through the door on the right. Climb a bunch of stairs to the top and go down through the door. Follow the hall all the way left and go up through the door at the end. Walk up and fight Number 024. When Number 024 is defeated, you'll get the Blizzard Sword. Go through the door that was behind him to find tubes with Espers in them.

Go to the red switch at the top of the room and press ✖ to hear an Esper speak to you. All of the Espers will transform into Magicite and Cid will appear. You will receive the Magicite pieces Unicorn, Maduin, Shoat, Phantom, Carbunkl, and Bismark. Give yourself a pat on the back. Your little herd of Espers just keeps growing and growing!

A cutscene plays where Cid talks to Celes and Kefka appears. Celes will transport herself and the baddies out of the room.

Escape From the MagiTek Research Facility

After Celes transports herself and Kefka from the room, follow Cid over to the right and get on the elevator with him. When the elevator stops, use the Save Point. Speak with Cid and you will hear Kefka return. Cid will push your party into a mining car and you will go through a long cutscene on the mine car to escape the MagiTek Research Facility. During the escape, random encounters will occur. At the end of the cart ride, you will face Number 128.

After exiting the factory, save your game. Follow the train tracks and say goodbye to the quaint little village Vector. Perhaps someday you'll return, but you'll always have good memories of the time you spent there. As you are leaving, Setzer meets you and you all return to the Airship. Meanwhile, you see Kefka activating his cranes to prevent your escape. Defeat Kefka's Cranes.

Relive Terra's Memories

After you defeat Kefka's cranes, you return Terra's bedside in Zozo. Hope you have a good bedside manner. A piece of Magicite will activate, causing Terra to awaken. You will then catch a glimpse of the Esper World.

You now control Terra's father, Maduin. Walk Maduin up to the top of the Esper Village. Press ✖ at the figure in your path and you will receive a choice of Return Together or Leave Her Here. Don't be heartless, select Return Together. You will return to Maduin's home. Talk to the girl in the bed. This will trigger another cutscene.

After the cutscene, leave the bed and walk out of the room. Speak with the Espers in the village, then head North to exit the town. Talk to the handsome lad in your path to make him move. Walk up into the cave.

Walk over the bridge and speak with Madonna. Tell her that she's still cool and everything, but her new records just don't stand up to Like A Virgin. Tell her to quit pretending she's Bjork and make good songs again. You will see a cutscene where Terra is born. Then you'll see a cutscene where the Esper World is invaded by Imperial Soldiers led by Emperor Gestahl. When you have control of Maduin again, go down and speak with the Elder. Talk to the Esper in the doorway and they will blame Madonna for the attack. Exit the room and go outside.

Go up to the North end of town and speak with the Elder, who tells you that he is sealing the gate. Walk up to the cave and you will see enemies get sucked out of the area. Walk across the bridge and speak with Madonna. Maduin, Madonna, and Terra all get sucked through the gate. Emperor Gestahl destroys Terra's parents.

You will then exit Terra's memories and return to the Airship. Man, that girl really has some issues she needs to deal with! She should seek counseling. Setzer will show you how to man the controls of the Airship.

Return to Narshe

Once you have the Airship, return to the town of Narshe. As you arrive, you will be escorted to meet with Banon. Terra will agree to attempt to enlist the Espers' help once the Sealed Gate is opened. Go to the house in the Southeast corner of town. Here you will meet Lone Wolf, the pickpocket. The treasure chest that was previously locked is now empty.

Exit the house and follow Lone Wolf into the Mines of Narshe. Follow the path through the mines. Go all the way up to the bridge that is near the frozen Esper. Cross the bridge and you will find Lone Wolf and Mog. Lone Wolf will tell you not to move or Mog is a goner. Don't be intimidated by these tough-guy tactics. Deep inside every criminal lies the heart of a scared little boy. Keep approaching Mog and eventually Lone Wolf and Mog will separate. Speak with Mog first and he will join your party. If you speak with Lone Wolf first, you will receive the Gold Hairpin and Lone Wolf will jump off the bridge with Mog. You then cannot get Mog until Chapter Two. After this, go back to the Airship.

Obtaining Mog's Water Rondo Dance

Fly to Crescent Mountain, located South of Mobliz. Enter Crescent Mountain and select the option to jump into the Serpent Trench. Make sure to have Mog in your party prior to jumping. As you go through the Serpent Trench, Mog will master the Water Rondo Dance. We're sure you'll agree that this sultry dance is second only to the Lambada in terms of sexiness. Upon completing the Serpent Trench, your party will arrive at the town of Nikeah.

After exploring Nikeah, walk North to find a bridge. Cross the bridge and follow the path East between the mountains and the sea. Cross the next bridge to the East. Walk North and you will find the House on the Veldt. Continue to walk East, then South until you come to a bridge. Cross the bridge to the West. Walk South to another bridge. Cross this bridge to the East. Walk South to enter the Phantom Forest.

Go through the Phantom Forest. Upon exiting, walk South, then North and enter Barren Falls. Select the option to jump off the Falls and you will appear on the Veldt. Walk all the way South to find Crescent Mountain and your Airship.

The Imperial Base

With your Airship, fly to the town of Albrook. Then, fly just to the East of Albrook and land outside the Imperial Base. Upon entering the Imperial Base, you'll notice that all the guards that used to throw you out are nowhere to be found.

You will find a locked door in the basement of the house. You cannot get into this weapons' storage room yet (you'll be able to after Emperor Gestahl's banquet).

Once in the Imperial Base, walk up and ascend the stairs on the left. Walk all the way right and go down the stairs. Walk right to exit the Imperial Base.

The Cave to the Sealed Gate

After leaving the Imperial Base, walk right across the bridge to enter the Cave to the Sealed Gate. The following are directions to the Sealed Gate:

From the entrance of the Cave, follow the path right and down to enter Basement 1. Go down through the door in the lower-right corner to enter Basement 2.

This lava-filled area has wooden platforms that appear and disappear. Go right to the first platform and down to the bottom of it. Hold down the control pad to move to the next platform when it appears. Then go right to the stone pillar in the middle of the room. Wait for the long platform to appear below you and step onto it. Go down to the bottom of the platform and wait for the platforms to switch. Go left and down onto solid ground.

You will now be in the lower-left corner of the room. Go right and step onto the long platform when it appears to the right. Hold right on your control pad so that you move to the right when the next platform to the right appears (this might take several tries). Go down through the door to enter Basement 3.

Descend the ladder below you and right into the cave. Head up to emerge near the lava, then walk right and down to the bottom of the area. Go up the ramp to the right, face the skull switch and press ✖. The bridge that you are standing on will fall and you will hear a distant sound. Walk down, left, and up and there will now be a short bridge to the left that leads to a treasure chest. Open it to find a Genji Glove.

Go right and climb the ladder, then face the skull switch on the left. Press ✖ to activate the switch and a door will appear. Enter this door to find a Save Point. Exit the save room and face the skull switch on the right. Press ✖ to activate the switch and fight the Ninja who gives you a clue.

Go down and right, cross the bridge to the right and press ✖ at the skull switch in the middle of the bridge to create a staircase to the right. Walk right and climb down the staircase, then go right and enter the cave. (You won't be able to see your party members in this cave. Go up as far as you can, then go right as far as you can.)

Continue up all the way, then move left and up to the top. Go right, up, and right again to exit the cave. Walk right all the way and descend the ladder at the end. Go across the wooden bridge, then walk left and down, and walk left across another wooden bridge. Go up the stairs and step on the switch in the ground to make a doorway appear. Enter this doorway to find the Atma Weapon.

Exit the room where the Atma Weapon was, walk right all the way and go up across the next two wooden bridges. Face the skull switch to the left and press ✖ to create a bridge to the right. Go across the bridge and press ✖ at the skull switch to activate it and cause the bridges to move back to their original positions. If a bridge above you and to your right is not complete, go across the top bridge to the left and open the treasure chest. There is a switch inside the chest. Choose to flick the switch to complete the bridge to the right. (If the bridge to the chest isn't complete, hit the skull switch on the right.)

Go across the top bridge to the right (the one the treasure chest switch made) and go down and right through the door to enter a new section. Go right and up the first ladder, then follow the path up through the big door at the top. You will appear in front of the Sealed Gate. Kefka will appear and Terra will open the Sealed Gate. The Espers will escape. Head back to the Airship.

The Imperial Palace

Upon returning to the Airship and heading toward Vector, the Esper will attack the Airship, causing it to crash near Maranda. From the crash site, walk North, then East and North again to enter Vector.

In Vector, walk to the North end of town to the Imperial Palace. Here, pause and examine your meaningless existence. Is life just a giant hamster wheel? A joke with no punchline? Reflect for a moment, then talk to Emperor Gestahl. He will say he has lost his will to fight. You will then have four minutes to talk to as many guards as you can.

You will then have a banquet with the Emperor. This is one Emperor who knows how to throw a boss shindig! Be careful not to party too hard, because your answers to the questions at the party are important. The questions at the banquet should be answered the following way:

Question 1: To our hometowns.

Question 2: Leave him in jail.

Question 3: That was inexcusable.

Question 4: Celes is one of us.

Question 5: More questions (ask each of the three questions only once).

Question 6: But you unleashed their power!!

Question 7: First question (of the three questions asked, remember which one you asked).

Question 8: Agree to take a rest.

Question 9: That your war's truly over.

Question 10: Agree to travel to Albrook together.

Leave the Imperial Palace. On your way out, you will be approached by a guard who will tell you what reward you have received. This depends on how many soldiers you spoke with and how you answered the questions at the banquet.

Leave Vector. Walk South, then East past the town of Albrook. Continue East, then walk North and then East between the mountains to the Imperial Base. Go downstairs and open the locked door to obtain the treasure.

Sail From Albrook to Thamasa

Go to the town of Albrook. Once there, walk down below the Armor Shop to find the ship. Board the ship and speak with General Leo. Celes and Shadow will appear. Go to the Inn and rest. You will watch a cutscene involving Locke and Celes. After waking up, re-board the ship and converse with General Leo to begin the journey.

After the journey begins, you will once again control Terra. Speak with General Leo to enter another cutscene. When you regain control of Terra the next day, speak with General Leo. You will then be in a party consisting of Terra, Locke, and Shadow. Talk to Locke to disembark. After exiting the ship, walk North along the peninsula to the town of Thamasa.

The Fire

Once in the town of Thamasa, go to the most Northeastern house in town and speak with the old man named Strago. You will then meet Relm.

Go to the Inn and rest. During the night, Strago will enter and explain that Relm is trapped in a burning house. Go to the burning house and speak with Strago. You will watch the townspeople attempt to put out the fire. Strago will join your party.

To rescue Relm, walk into the burning house. In the first room, walk straight up. In the second room, walk up. In the third room, go left then all the way up. Walk right and take the second path up. In the next room, walk up and take the first path up. In the next room, walk up and take the left path up. Go straight up in the next room. Proceed forward to encounter Flame Eater. To defeat Flame Eater, use Strago's Aqua Rake Lore Spell. Ice is also effective in this battle. After defeating Flame Eater, walk up to find Relm. Shadow will rescue the party.

The Esper's Gathering Place

After the fire, Shadow will leave the party and Strago will join. Leave Thamasa and walk South along the peninsula. When you reach the forest, walk North along the mountains to find the Esper's Gathering place. The following are directions to find the Espers from the Cave entrance:

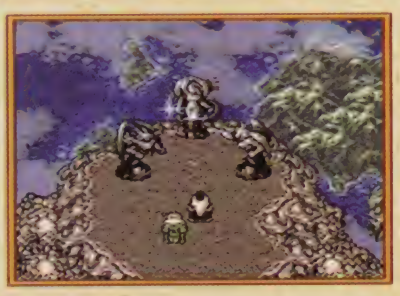
Walk up, pushing against the right wall of the Cave. You will find a difficult to see path to walk through. Exit the Cave through the doorway. Once outside, walk left, up, and right. Enter the doorway to go back into the Cave. Once in the Cave, walk up, then go right, then down. In the next room, walk all the way down, then go left and go up the stairs to the three statues. After examining the statues, Ultros will appear.

While battling Ultros, Relm appears and joins the party. Use her Sketch Magic to defeat Ultros. After Ultros is defeated, walk left and then up to the top. Go through the doorway to the right. You will be in a room with a Save Point and three tiles on the floor. Fall through the tile that is closest to the entrance of the room. When you land, walk up, following the path, to exit the Cave. Once outside, walk down and then left and go through the doorway to enter the Cave. Walk down to meet the Espers.

After talking with the Espers, you will appear in Thamasa with General Leo. Kefka will appear and turn the Espers into Magicite. You will then be in control of General Leo. With Leo, talk to Kefka to fight him. Kefka will kill General Leo. Kefka will then turn the rest of the Espers into Magicite.

The rest of the party members will then arrive in the rebuilt Airship, and you will appear outside the town of Thamasa.

Preparing for the Floating Continent



Return to the Imperial Base. Depending on how many Peace Points you scored at the Emperor's Banquet, you may be able to open the locked door in the basement of the house to obtain the Emperor's Treasure.

Return to Jidoor. Go to the Auction House in town and bid on the Golem and Zoneseek Espers to receive them. These Espers appear randomly so it might take a while to obtain them.

Go to the town of Tzen. Go to the right of the Relic Shop and up into the woods. You will find a man who will sell you the Esper Sraphim for 3000 GP. Before going to the Floating Continent, make sure to buy the best weapons, armor, and items.

The Floating Continent

Board the Airship and select Find the Floating Continent. You must then choose a party of three people. Once this is done, you will be attacked by the Imperial Air Force (IAF). You will have to go through several battles against the IAF.

Walk to the rear of the Airship to find Ultros. Fight! Ultros will call upon Chupon. Keep fighting Chupon with your best attacks and magic spells until he sneezes your party members overhead. Once you've been sneezed overboard and while you are falling, you must fight and defeat Air Force. Spells prove to be virtually useless in this battle, so use your most powerful physical attacks on it.

Finding Kefka and the Three Statues

From the Save Point at the beginning of the Floating Continent, go down and talk to Shadow to get him to join your party. Go up and follow the path to the right. Climb up the ladder at the end, and the path will open up in front of you.

Follow the path right and down to the bottom, then go right and the path will open up again. Follow the path up and right to the intersection. Go up to face the blue dot, then press ✖ to get the Murasame Sword. Go down to the intersection and take 5 steps right.

Go up (the path will open up) and step onto the light brown dot. You will be teleported to another dot Southwest of your previous position. Climb down the ladder below you and follow the path down to the intersection. Go down the next ladder and go right. Take the first short path up and step into the yellow ring.

Follow the path that opened up to the right and go down the first ladder that you come to. Go right past the next ladder and follow the path to the light brown dot at the end. Step into the teleport near the top of the area. Go down and step on the light brown dot on the left to teleport. Then, go down and left and step onto the grey floor switch. You will see a path open up below you.

Go up the path on the left and step onto the grey floor switch at the top. Go right and down the short ladder, then go left and climb down the next two ladders. Go right across the new area (created by the first grey switch) and take the top path to the right. Follow the path through the ladder until you reach an intersection. Go right and follow the path up to the top. Step onto the grey floor switch on the left open up a path to the right. (If you want to save,

follow the right path down and step into the teleporter there to be taken to a Save Point.)

Go right and up the ladder to step onto the light brown dot. You will be teleported to the left. Climb down the ladder to see the Airship hovering below you. You can return to the Airship at this point if you wish.

Go left and walk up to open up a path above you. Follow the path all the way up to the top to fight the Atma Weapon. You can use Osmose to drain its magic points. Shadow should use the item with his Throw command. You can also use the Cherub Down relic to cast Float on party members. This will protect you from the Atma Weapon's Quake attack. After the battle, Shadow will leave your party.

After defeating the Atma Weapon, walk up to find Kefka and Emperor Gestahl in front of the three Goddess Statues. If Celes is not in your party, she will now rejoin it and you will watch Kefka defeat the Emperor.

Escape the Floating Continent

After Kefka starts moving the three Goddess Statues and you teleport to a different section of the Floating Continent, you will have only six minutes to escape. Follow the path all the way to the right. There is only one way you can go at this point, and the path crumbles away behind you as you proceed.

Face the star at the end of the path and press ✖ to fight Nerapa. Destroy Nerapa and go right to the end of this area. (Don't fret over the last blue dot, you can't reach it.) Press ✖ again at the end of the area and you'll have the option to Jump or to Wait for Shadow. Choose Wait for Shadow again and again until he shows up and joins your party. He will appear with very little time left. Remember- Patience is a virtue. If you jump without waiting for Shadow, you cannot have him join your party in Chapter Two.

Once Shadow has joined, choose Jump and your party will return to the Airship. After escaping on the Airship from the Floating Continent, you will watch the world get destroyed.

Chapter Two

The Solitary Island

You start Chapter Two on a small deserted island with just Celes and Cid. While controlling Celes, Cid will become ill. To cure him, walk South of his Cabin to the beach and catch some tasty fish (the fast swimming ones). You will eventually cure him. If you feed him the slow fish, he will eventually die.

If Cid dies, Celes will run out of the Cabin and walk North to some cliffs. Walk up to the top of the cliffs where you will find a bird lying on the ground. Face the bird and press ✖. Celes will leap off the cliff. This triggers a brief scene involving a bird and a bandana.

If Cid lives, he eventually tells Celes to leave and find her friends. Cid tells you about secret stairs by the stove. Go left between the table and the stove. Go down to a hidden room where you find a raft. Press ✖ and you'll go to the beach to launch the raft.

Locate Sabin

No matter how Solitary Island turns out, Celes will awaken on the lower continent. Walk North, then West, then South to the town of Albrook. Chat with everyone to learn of Sabin, who recently passed through Albrook and left for Tzen.

Leave Albrook and walk North past Kefka's Tower to find the town of Tzen. Upon your entry into the town, the screen will start shaking. Walk up and left to find Sabin holding the roof of a crumbling house. Speak with Sabin, then enter the house where you will have a total of six minutes to find and rescue a child. To find the child from the entrance:

Walk up and go through the doorway. Walk straight up to the treasure chest, then walk all the way left to the next treasure chest. Go down through the doorway and go down the stairway to the basement. Go up through the door, then straight and up the stairs to the right. Walk left to the fireplace. Above the fireplace you will see the child. Speak to him and he will join you. Leave the way you came and the boy is saved! Sabin will then join Celes.

Shop for armor, weapons, and items in Albrook and then take off.

Find Terra

After leaving Albrook, walk East, then follow the peninsula Northeast to find the town of Mobliz.

Enter Mobliz. Some mangy dogs will alert the townspeople that you're here. Walk into the first house, go down the stairs and through the door. There you'll find Terra. Follow Terra into her room and converse. She tells you that she's lost her will to fight. Exit the house. Phunbaba then attacks the village. Terra will attempt the fight Phunbaba and lose. You will have to fight Phunbaba with Celes and Sabin. Use Sabin's Blitz techique and Celes' physical attacks to lay the smack down.

After the fight, you will appear at Terra's bedside. She will tell you that maybe later she will have the will to fight. As you leave, a boy will give you the Fenrir Esper that Phunbaba dropped as he was escaping. Leave Mobliz.

From Nikeah to South Figaro

From Mobliz, walk South along the peninsula. Follow it as it bends to the West and then to the North. Continue North past the Fanatic's Tower until you reach the town of Nikeah. (There is a Chocobo Stable in the forest just South of Mobliz.)

In Nikeah, stock up on new armor and weapons. Speak with everyone in the town. After these pleasantries, visit the Cafe and speak with all of the thieves inside. One of them will say, "Let's go." Head outside the Cafe and walk North. You will see Edgar standing there. Speak with him and he will pretend that he isn't Edgar, but Gerad.

Follow Gerad and keep talking to him. Follow him down to the ship. Celes and Sabin will stow away on the ship. The ship then travels to South Figaro.

From South Figaro to Figaro Castle

Climb off the ship after Gerad leaves. Go into the Cafe and go up to the second floor (where the Inn is located). Head into the right-hand room to find Gerad and speak with him. He will still claim that he doesn't know you and leave. Leave South Figaro.

Once outside of South Figaro, walk Southeast and enter the Cave of Figaro. To get through the Cave of Figaro, speak with Sigfried, who says he'll clear the Cave of monsters. Go up the stairs into the Cave. Walk right and go down the stairs. Go right and take the first path up. Follow the path to the top, then follow it left. Take the first path going up and go through the door. You will see Gerad and the thieves jump across a turtle and go through a door. Wait until the turtle is in front of you, then press ✖ to jump to the doorway.

Follow the path up and all the way left, then go through the door. Follow the path along the bottom wall all the way left and go down through the opening at the end to appear in Basement 1 of Figaro Castle.

Figaro Castle

In Basement 1, walk out of the cell, then walk left and up, then head up the stairway to the left. Upstairs, go left and down the stairway. Go past the old man who operates the castle controls and go down the stairway to Basement 2.

Go all the way up to the top, then go down the stairs to Basement 3.

In Basement 3, walk straight down and go through the opening. Walk down between two statues, then walk left and go up through the center door. Walk all the way straight up and go through the door to enter the Engine Room. Walk up and speak with Gerad, who is talking to the thieves.

Gerad will then admit to Celes that he is Edgar. A fight with Tentacle ensues. Magic doesn't work too well here. Use Edgar's Tools command, have Sabin Blitz, and have Celes attack.

Go to Kohlingen

After defeating Tentacle, return to the old man who operates the castle controls. He will tell you that they are fixed and will cause the Castle to surface. Talk to him to select the option to Go to Kohlingen.

When the Castle surfaces, walk Northwest and enter the town of Kohlingen. In town, speak with the inhabitants, then go into the Inn where you will find Setzer. Speak with Setzer, he will rejoin the party and tell you to go to Daryl's Tomb to obtain another Airship. As always, make sure to pay a visit to the town's Weapon, Armor, and Item Shops before leaving.

Daryl's Tomb

From Kohlingen, walk South, then West, and then North to find the entrance to Daryl's Tomb. From the entrance of Daryl's Tomb, go down and climb down the stairs to enter Basement 2. Go right and enter the doorway. Inside, face the tombstone and press ✖ to open a door above you. Go through the door, then go all the way up to a wall switch. Activate the wall switch with ✖ to flood the area with water.

Go back down to exit both rooms. In the main room, go left and down through the bottom-left door. Climb down the stairs to the right to enter Basement 3. Open the treasure chest for the Czarina Gown. Walk over to the right wall and push against it to find a hidden path. Follow the path and open the chest in the hidden room to find the Experience Egg. Go back to where the Czarina Gown was and go up through the door. Go up through the next door and then walk up and activate the wall switch with ✖ to open a door in the top right corner of the room. Go down through the door and go back upstairs to Basement 2.

Go up through the door back into the main room. Go down through the bottom middle door. Now ride the turtle down. In the next room, activate the wall switch on the right by pressing ✖ to raise the water level. Ride the turtle to the Northeast corner of the room. Go up through the door and follow the path up to a Save Point. Open the chest above the Save Point and defeat Presenter and receive the Dragon Claw. Go up through the door at the top of the room. Walk up the large purple monument. Face the monument and press ✖ to fight Dullahan. To defeat this demon, have Celes use her Runic Power to absorb the magic, have Sabin use a Blitz technique, have Edgar use the Drill or Auto Crossbow, and have Setzer heal. After defeating Dullahan, go up through the door at the top of the room and you will automatically appear in a side-view screen.

Follow Setzer down the stairs and talk to him to watch his memories about the Falcon Airship. Afterwards, you will appear on the Falcon.

Go to Maranda and Learn of Cyan

Once you're on board the Falcon Airship, a bird will appear and you will follow it to Maranda. Land the Airship and enter the town.

After a little upgrade shopping spree, enter the house to the right of the Weapon Shop and speak with the girl named (el-oh-el-lay) Lola (lo-lo-lo-lo-Lola) inside. She mentions that her boyfriend has sent her flowers and cards. Read the letter on the desk. The girl will then ask you to attach a reply to a carrier pigeon. Agree to do the favor for the girl.

Go outside the house. On the left side of the house there is a bird sitting on the ground. Face the bird and press ✖ to attach the reply. You will then see the bird fly off to Mt. Zozo. Exit Maranda and board the Airship.

Find Cyan at Mount Zozo

With the Airship, fly to the town of Zozo. Once in the town, walk up past the Cafe to the Inn. Walking around outside the Inn, you will find a merchant. Speak with him and he will sell you Rust Rid for 1000 GP. Be wise and purchase the Rust Rid.

Walk down and enter the Cafe. Go up two flights of stairs to the third level. Walk right and down through the opening to appear outside. Walk up the stairs and go to the door on the left side. Press ✖ at the door to use the Rust Rid to (you guessed it) remove the rust and open the door.

Walk up through the door to enter Mt. Zozo. Once in Mt. Zozo, walk up, then left and down the stairs. Walk down and go down another set of stairs to enter another room.

In the next room, walk down the next flight of stairs, walk right and down across the bridge. Then walk all the way left across the two bridges to the treasure chest. Open it for the Thunder Shield. Walk right up the bridge then

left up the bridge. Go up through the door at the top to enter the next room.

Walk up across the long wooden bridge, up to the lighted doorway. Go through the doorway and open the treasure chest to obtain the Aegis Shield. Go back inside the cave, walk right and up, then go through the lighted doorway at the top.

Once outside, walk left across the rope bridge and go into the cave entrance on the other side. Inside the cave, walk all the way left to a Save Point. From the Save Point, walk up and left. Step on the floor switch to release the Storm Dragon. Surprisingly, lightning works well against this monster. For defeating the dragon, you'll get Force Armor.

After this fight, go back down to the Save Point, then walk right four steps and go down the stairs. Continue down and go across the bridge. Follow the path and go down the wood bridges and stairs to the bottom of the room. Walk to the right and go through the lighted doorway. Once outside, walk right and enter the cave. You will appear in a room with a desk, a letter, a chest, and a bunch of flowers. Exit the cave to the right to find Cyan releasing a carrier pigeon. You will go through a cutscene to learn why Cyan was writing letters.

Once you have control of your party again, walk back outside to where Cyan released the pigeon. Face the shining dot on the ground and press ✖ to receive the Key to Cyan's Treasure Chest. Return inside and open the chest to find the Machinery Manual and the Book of Secrets. Now, exit Mt. Zozo and return to the Airship.

Find Gau in the Veldt

With the Airship, fly to the Veldt. Form a party of only three people. Gau will not join you if your party is full. Once you have three people, simply walk around the Veldt vanquishing enemies until Gau appears and joins. It might be a good idea to hang around the Veldt for a while so Gau can Leap and learn new Rage abilities.

The Cave in the Veldt

The Cave in the Veldt is located roughly in the middle of the Veldt. As you enter the Cave, Interceptor (Shadow's Dog) will approach and bark at you and then scamper off. Walk up, ascend the steps and go through the doorway in the Northeast corner. Walk to the right and converse with the four men around the campfire. They reveal a clue as to why Gau won't join your party unless there are only three party members. Walk up and pass through the wood door at the top between the two lanterns. In the next room, walk up and left, descend the steps and then go up through the doorway.

Walk left through the corridor while holding down on your control pad to walk down and reappear out of a doorway. Continue down and descend the stairs. In the next room, go down the stairs below you. You will end up in the main room where the four men next to the campfire were. When you are back in the main room, walk underneath the overpass. Head right underneath the overpass, then walk straight down and descend the stairway to enter another area. You will be in a room with stones blocking the doorway to your right. Walk down to go through a doorway. Walk right and up. Face the skull switch and press ✖ to activate the switch and remove the rocks blocking the doorway in the previous room. Walk down either stairway below you. You will now be able to see Interceptor sitting with either Shadow or Relm (depending on whether you waited for Shadow at the end of the Floating Continent).

Head right and up below the overpass, ascend the stairs and pass through the doorway at the top. You will be in a room with a Save Point. Walk right and descend the stairs. Then walk right and up below the overpass to save your game. Go back down below the overpass and walk left through the doorway. You will automatically approach Shadow or Relm and be ambushed by the Sr. Behemoth. You will have to destroy the Behemoth and its Spirit. To destroy the Behemoth, have Celes use her Runic Magic to absorb the spells. Have your other characters use their most powerful physical attacks. When the Spirit attacks, use Revivify on it to destroy it with one shot.

When you destroy the Sr. Behemoth, you will get the Behemoth Suit and the Jewel Ring. You will automatically whisk Relm or Shadow back to Thamasa in the Airship to allow them to recover.

Find Shadow in the Coliseum

(This portion of the adventure will only take place if you waited for Shadow at the finale of the Floating Continent in Chapter One, have the Striker Sword, and found Shadow in the Cave in the Veldt. Geez, who does this guy think he is, Snake Eyes?)

With the Airship, fly to the Coliseum which is located in the Northwest most portion of the overworld. At the Coliseum, bet the Striker Sword. Select whichever party member you would like and that member will end up fighting Shadow. You cannot control your party member during the fight. When you defeat Shadow, he joins your party.

Find Relm in Jidoor

(If you can't find Relm in Jidoor, it's because you didn't rescue her in the Cave in the Veldt. You only have to rescue her in the Cave if you did not wait for Shadow on the Floating Continent.)

With the Airship, buzz over to the town of Jidoor. In Jidoor, head to the very top and enter Owser (the Rich Man's) house. Walk straight up to the wall like you own the place and try to climb the stairway to your left. You will be pushed back down and receive a message saying, "Stay...Away..."

Go down to the desk and read the diary that just appeared. Even though reading someone else's diary makes you feel a little sleazy, keep reading the pages of the diary to the end. Next, walk up to the wall, face the lamps, and press ✖ to turn them on.

Ascend the stairway and inspect the Emperor's portrait twice. The second time you will receive a letter telling you where the Phoenix Cave is located. Next, examine the portrait of a woman in the bottom-left corner and you will be attacked by two Dahlings. Defeat them and a doorway will appear. Pass through the doorway and then go left down the stairs into the basement. Walk straight down to the bottom wall, then head left and you will be attacked by a painting. Of course, you're not going to let yourself get whupped by some measly piece of canvas. After the battle, walk left to the wall, then walk all the way up to two doors. Pass through the right doorway.

Walk all the way up until you come to three doors. (If you walk to the right of the three doors and go up the hallway to the end, then left to the end and search with ✖, you will find the Relic Ring.) Walk into the far left doorway.

In the next room, go into the doorway in the Northwest corner. Walk straight up and you will fall out of a painting into another room. Walk to the next painting on the wall to the right and press ✖ to fight the painting. After defeating the painting, go through the doorway that appears.

Go to the Save Point and use it. Then pass through the door at the top of the room. Do not go through the door next to the Save Point. Walk up through the door into the next room. Walk up either stairway and talk to Owser. A fight with Chadarnook breaks out. Chadarnook changes between a portrait of a woman and a demon. To put the hurt on Chadarnook, we recommend using fire and/or Edgar's Drill. The woman will cast Sleep spells on your party members. Wake them as quickly as possible and use physical attacks. Edgar's Drill also works well here.

After defeating Chadarnook, Relm will join your party. Approach the bookshelf in the Northeast corner of the room. Search the bookshelf by pressing ✖ to receive the Esper Starlet. You exit Owzer's house automatically.

Acquire Strago

Pilot the Airship to the Fanatic's Tower which is located South of Nikeah. While on the Airship, make sure to place Relm in your party as Strago will not join unless Relm is present. Walk up and speak with Strago, who happens to be walking around with a bunch of Fanatics. Strago has been running with a bad crowd. Relm will snap him out of his stupor and he will join the party.

Acquire Terra

Fly to the town of Mobliz where you attempted to get Terra to join your party earlier. Walk into the house in the Southwest corner of the town. Walk behind the bookcase on the left side of the room to find a hidden stairway leading to the basement. You will find Terra talking to Katarin. Phunbaba will suddenly reappear.

Terra will protect the children while your other party members go out to battle Phunbaba. Phunbaba's spells can take off 1000 Hit Points, so be sure to keep your party members' Hit Points above that amount. When the first one of your members is wounded in battle, Terra will appear with the party. She will morph and help you win the battle. Use Edgar's Drill and cast Fire 3 with Terra. After the battle, Terra will admit that she can fight again. Now its time to blow this pop stand. Leave Mobliz.

Find Locke in the Phoenix Cave

Fly North of Tzen to find five mountains that form the shape of a star. Hover over the grassy area in the center and press ✖. Here, you must create two separate parties of four people each. When you've made your decision, you will jump off the Airship to the Phoenix Cave. Here is how to proceed through the Phoenix Cave:

Take one party up through the door and activate the floor switch. Press ■ to switch to your other party and take them through the door that opened on the left. Climb the ladder, then head right and down through the door. Step onto the floor switch and a door to the right will open. Switch back to the first party (standing on the lower switch) and go through the newly opened door. Go up and stand on the floor switch near the left wall to retract the spikes on the left.

Switch back to the second party (standing on the switch that opened the door) and walk up through where the spikes had been. Follow the path right and go down the ladder, then stand on the floor switch at the bottom. Switch back to the first party (standing on the switch to the left) and walk down and right to the stairs going down in the lower-right corner to enter a lava area. Go left and follow the wooden path to the floor switch. Step onto it to make several rocks appear in the lava above you. Go back to the stairs and follow the wooden path below you to the right and up to the top of the area. Go all the way left against the rock wall and wait.

Switch back to the party on the first floor and go up the ladder above you. Walk all the way left and climb down the ladder to enter the lava area. Take the wooden path on the right and follow it to the end. You will automatically hop across the stones in the lava. Go up and hop across the stones to the left. Go up and right, then step on the floor switch. This creates a path above where your other party is standing, but you can't see it until you switch. Switch back to your first party and follow the new path up to the stairs to enter a room with some water.

Go left and down the stairs, then step on the floor switch. This opens a path you can see on the left and blocks off the path you just came from on the right. Switch back to the other party (near the lava) and go up through the newly opened path. Go up the stairs, then go left and down to find a Save Point. From the Save Point, walk up onto the wooden bridge and step on the floor switch at the end to retract the spikes above you. Switch back to the first party (in the hallway) and go up the stairs to enter the room with the water and your other party. Go up and left through where the spikes were.

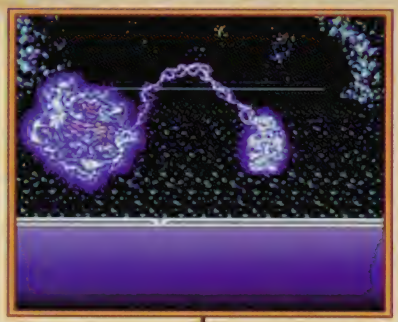
Descend the stairs on the far left side to re-enter the lava area. Go left and skip across the stones to the left side of the room. Go down and hop across the stones, then go right and hop across the stones to the Southeast corner of the room. Climb up across the far right set of stones, then take the stairs up. Head left and hit the skull switch with the ✖ button to drain the water and cool the lava. Now go down the stairs below you.

Switch back to your other party and go left to activate the floor switch. This reveals path below your first party. Switch to the other party and go down through the newly opened path, then walk all the way down and right to battle the Red Dragon. Arm your party with Wall Rings and use the Ice spells and your most powerful physical attacks. After conquering the Red Dragon you will obtain the Strato Sword. Next, go up, open the treasure chest, and acquire the Dragon Horn. Descend the stairs, go left and up the stairs. Go left and down, then step on the right-hand floor switch.

Switch back to your other party and climb down the ladder below you. Follow the path to the left and up, then climb the ladder and descend the stairs at the end of the path. Go down to stand on the cooled lava. There's nothing like the smell of cooled lava in morning, don't you agree? Breathe deeply, then go left and climb the stairs in the Northwest corner of the room. Follow the path left and down as far as you can. Switch back to your other party (standing on the right-hand switch) and go up to the top switch. Step onto it to make two stones appear to the left.

Switch back to your other party and press right on your control pad, and you will jump across the stones to join the other group. After a tearful reunion, move both parties down and place the party on

each of the two switches. The platform below you will lower. Take one of the parties and go down to the stairs at the bottom of the path. Keep following the path down and left then go up across the wooden bridge and talk to Locke. He will join your party and you will automatically be returned to the town of Kohlingen. (Piece of cake, right?)



After a cutscene in Kohlingen, Locke will give up the treasure of the Phoenix Cave: X-Potion, Phoenix Down, X-Ether, Elixir, Flame Shield, Valiant Knife. You also receive the Phoenix Esper.

The Ancient Castle

Take the Airship to Figaro Castle. Speak with the old man who runs the controls in the basement. Go to either Figaro or Kohlingen. Halfway through the journey, the old man will tell you that you've hit something. You must choose to continue the journey or to stop and investigate. Be a good adventurer and select Stop and Investigate.

Go down into the basement where the jail cells are. Enter the far right jail cell and go up through the door to venture into the cave of the Ancient Castle. From the entrance of the cave, walk down to the bottom-left corner of the first room and go down through the doorway. In the next room, follow the path down to the bottom right-hand corner of the room and go down the stairs there. Next, walk left, hugging the bottom wall, until you reach another set of stairs leading up. Climb the stairs and follow the path to the upper-left corner of the room and go up through the doorway to the left.

Walk left and down underneath the overpass and descend the stairway in the center of the room. You will be in a room with a Save Point. Save your game, then head left and head up the stairway. Welcome to the Ancient Temple.

When you arrive at the Ancient Castle, you will see a 1000-year-old cutscene showing the War of the Magi. When you regain control of your party, walk up to the entrance of the Castle. When you get to the steps, go to the left and enter the dark doorway on the far left. Go up and open the chest to fight the Katana Soul. After you've defeated the Katana Soul, you'll acquire the Offering Relic.

Go back outside and pass through the main entrance of the Castle. Walk straight up to the statue of Odin in front of the Throne Chairs and press ✖ to receive the Odin Esper. Walk to the right wall, then walk down between the two pillars. Walk right and descend the stairs. Go to the shiny spot on the bookcase and press ✖ to read the Queen's Diary. Don't skip over the naughty bits! Return upstairs to the Throne Room. Walk five steps down from the right-hand Throne Chair and press ✖ to trigger an invisible floor switch. You will hear a loud sound. Go back downstairs to where the Queen's Diary was, and you will see another stairway leading down.

Go down the stairway to battle the Blue Dragon. Bolt Magic works well, as do strong physical attacks. You will receive the Scimitar for defeating the Blue Dragon.

Walk up to the Queen's Statue, face it, and press ✖ to receive the Raiden Esper. (Be sure to have your characters learn the Odin Esper first because The Raiden Esper will replace the Odin Esper.)

Time to go back to Figaro Castle. Be there or be square.

Fanatic's Tower

(Before going to the Fantatic's tower, be sure to have your party members learn the Phoenix Esper as it contains Life 3, You're going to need this spell to defeat the Mage Master at the top of the Fanatic's Tower)

Fly to the Fanatic's Tower, which is located South of Nikeah. Make sure to equip Wall Rings on all of your party members and cast offensive magic spells on your own party members. This will cause the spells to reflect and hit your enemies. This is necessary, as physical attacks have no effect in the Fantatic's Tower.

Inside the first door, pop open the treasure chest and receive the Safety Bit Relic. Then go to the right side of the chest and press ✖. You will hear a loud sound. Head back outside and you will see a door below you. Pass through the door and open the treasure chest for the Air Anchor Tool.

Inside the second doorway is the Genji Shield. Enter the third door to find the Stunner Dirk and the White Dragon. The Wall Rings will reflect the Dragon's magic attacks. Cast powerful spells on your own party. They will reflect and strike the dragon. Upon thrashing the White Dragon, you will receive the Pearl Lance.

Go in the fourth doorway and open the treasure chest to acquire the Gem Box. (Equip this item immediately before going back outside because you must fight the Magi Master as soon as you step out of the room.) The Gem Box lets you to cast two spells as opposed to only one spell during your turn.

To defeat the Magi Master, cast Life 3 on at least one of your characters. The Life 3 spell will revive whichever character you cast it on. You must use this spell to win the battle because the Magi Master, in a bout of suicidal rage, will cast the Ultima spell on your party which will destroy not only the Magi Master, but your party as well. After casting Life 3, cast Berserk on the Magi Master to stop him from changing his magic barriers.

Acquire Mog

Travel to the town of Narshe. Enter the Northeastmost house. Leave through the back door and go all the way left and enter the mine. Follow the path up and left to the wooden bridges, then follow them up to an intersection. Take the path on the right to the North and enter the door.

Go left and up into the maze room (where you followed the star in Chapter One) and pass through the door at the top of it to enter Moogle Village. Chat with Mog at the top of the room and convince him to join your party. (Be sure to search where Mog was standing to receive the Moogle Charm. This relic, when equipped, will prevent your party from being attacked in random battles.)

Blue Dragon Battle

Go to Narshe. In town, go all the way up and enter the mine's main entrance. Take the pathways through the mine and exit into the snow field above the town. You will see the Blue Dragon flying around the screen. Be a tough guy! Run up to the Dragon and fight it! To defeat this blue meanie, use your most powerful Fire spells.

Get the Ragnarok Esper in Narshe

Place Locke in your party and enter the town of Narshe. The crafty Locke will be able to open all the locked doors within the town. Go to the Weapon Shop, open the door with Locke and walk into the room behind the counter. When you speak with the shop owner, he will let you choose either a powerful sword made from the Ragnarok Esper or you can take the Ragnarok Esper itself. The Esper is the better choice, because you can then learn the Ultima spell.

Acquire Umaro

Once Mog has joined, make him one of the four party members, then return to the town of Narshe. Go up to the top of town, proceed through the mine's main entrance and work your way up to the frozen Esper at the top of the cliff. There is a new Save Point just before the bridge to the Esper. Talk to the Esper and defeat Tritoch to earn it as an Esper power. Now go up to the top/middle of the cliff where a new opening has appeared. Say "Yes" when asked if you want to jump into the opening. Once in the cave, walk left and go up the stairs and fall into the hole. When you land on the wooden bridge, walk left, down, then right, and finally down onto the solid land.

Walk right and then head up across the wooden bridge to the end. Walk left across the bridge back onto solid ground. Walk up and go up the stairs. In the next room, walk right and head down across the bridge. Face the switch at the end and press ✖ to fall down a hole. When you land, dust yourself off, and walk up the stairs. Face the skeleton statue, then press ✖. When the game asks if you want to remove the Magicite from the eye of the carving, say "Yes." For this you will receive the Magicite, Terrato.

Immediately after taking the Magicite, Umaro (the abominable monster) will attack you. Defeat Umaro, then speak with him. Mog will convince him to join the party.

Acquire GoGo

Fly to Triangle Island (which is located in the most Northeastern portion of the world), and walk around until you encounter a creature called Zone Eater. Let this creature inhale your party members, and you'll appear inside a cave.

From the entrance of the Zone Eater cave, go down the ladder below you and enter the door. Go left onto the wooden bridge and face the bridge above you. Press ✖ to jump to the higher bridge. Avoid the men in the green suits at all costs. Besides having very poor fashion sense, they are mean and will bump you off the edge of the bridge. (If you do get bumped off of the bridge, walk to the right, step on the floor switch to make the rock move, then walk right past the rock and go up the stairs.)

At this point, go all the way left, hopping between the bridges to avoid the men in green suits. At the end, proceed down the ladder. Head left to find a Save Point. Go through the door on the left to find a room with a collapsing ceiling that instantly defeats your party if it crushes you (a rather anti-climactic ending for a bunch of heroes). Watch for holes (safe spots) to stand where you won't get crushed. (It is safe to stand in front of the first two treasure chests.)

Enter the door on the left side of the room and head down to enter a room with several wooden bridges and open treasure chests. (You can jump across the treasure chests.)

Take the first wooden path and follow it left, then jump left across the open treasure chest. Go up across the two chests, then follow the path right and down to the floor switch. Step onto the switch and you will see several short wooden bridges appear. Go right and jump back to the first path, then follow it down and left again across the open chest. Proceed up across the two chests again and follow the path to the right, then follow it down and take the first path left. Jump left across the treasure chest and go up through the door. Talk to the character in red at the top of the screen to get GoGo to join your cool party.

Doma Castle — Cyan's Nightmare

Travel to Doma Castle which is located directly East of the town of Nikeah. Place Cyan in your party and enter Doma Castle. Once in the Castle, head left and go up through the doorway. Now, enter the second door on the right. The game will then ask if you need a rest. Take this offer and upon slumbering, you will enter Cyan's bogus nightmare.

After the dream commences, you will only have one character and will see another character collapse onto the right (you cannot reach them yet). Use the Save Point to the right, then take the path left and climb the stairs to find three doors. Enter the door on the right and you will run into two more doors. Once again, use the door on the right, then go down to find a boy and one of your party members. The boy will run away and your character will join you.

Head North through the door at the top, then head straight ahead through another door. Pass through the next door on the right, then head into a door on the left. Proceed all the way to the left and enter the door there. Continue on, then enter the door in the middle. Now, defeat the three Dream Stooges, then go through the door to appear on the Dream Train. (To defeat the three Stooges (hee hee!), crush Curly first as he can cast Life 3 on the other Stooges. Curly is the Stooge located closest to the top of the screen.)

Once you appear on the train, go into the car on the left and save. Continue left into the next car and you will witness poor Cyan being chased by a ghost. You will appear in a room containing six treasure chests. Read the book on the table to get a clue, then activate the switch on the wall to close some of the treasure chests. Important! – Write down which treasure chests close. (To open the first treasure chest you see, activate the wall switch twice.) Open the chest for the Genji Glove relic. To open the middle chest that is blocked, open the far left treasure chest to get the Lump of Metal. Place this Lump in the moving chest, which you stop by pressing

the ✖ button. Presto! – you can now open the chest and receive the Flame Shield.

Continue left in front of the next car and go up through the door to enter the car. Hit the first wall switch on the right to open the small bench to the left. Go left to the middle switch and activate the switch to move the lower-left bench. Go to the right switch and activate it to open the bench again. Proceed left to the middle switch and activate the switch to move the lower-left bench. Move to the right switch and activate it to open the bench again. Activate the left switch again to move the two boxes back up, then go right and down against the bottom wall. Head left all the way to find six open treasure chests. Woo hoo!!!

Close the chests that correspond to the ones found in the last train car, then activate the wall switch to open the wall to the left. (Close the far-right treasure chest on the top row, then close the far-left and middle switch up and the right switch down.) Exit the locomotive to appear in the mine with a MagiTek Armor suit on. (Yeah, it is about time!)

In the mine, go down through the door and take the path to the right. When you reach the end, go up to enter more of the mine. You will enter an area that repeats a loop. Could this be the dreaded hampster wheel? Thankfully, no. To escape, just go back down through the same door you just came through to appear in a new section where you can see Cyan and a bridge to the left.

Walk across the bridge and you will plummet into a castle bedroom with Cyan's wife and child. You will learn about Wrexsoul, the beast that is controlling Cyan's soul. A Save Point will then appear.

Leave the castle bedroom and walk to the Throne Room. Here you will find Wrexsoul. To defeat this monstrosity, there are two possibilities. In either case you should be at least level 50. The easiest way to defeat Wrexsoul is to remove the two Soul Savers next to Wrexsoul. Cast X-Zone Magic (which is part of the Fenrir Esper) until they disappear. The battle will be over. If you do not have X-Zone Magic (you fool!), you must destroy your characters one at a time. When Wrexsoul vanishes, he has gone inside one of your characters. When you destroy the party member he is inside, he will reappear. When he does, cast your most powerful Ice Magic on him. Repeat this procedure until he falls.

After this, Cyan's wife and son will appear and bid him farewell. Cyan's soul will clear itself of all doubt and confusion. Because of this, Cyan's swordmanship will attain its peak level and skill. Return to the Throne Room and press ✖ at the throne to obtain the Magicite, Alexander.

Return to Solitary Island

In the Airship, return to the Solitary Island (located Southwest of Albrook). Once there, go back down to the beach and pick up the Magicite, Palidor. You can also pause for a moment and reflect on the life of Cid here. Poor Cid. Poor, poor Cid.

Dirt Dragon at the Opera House

Head to the Opera House (located due West of Maranda). Walk into the Opera House and proceed straight ahead. Speak to the man behind the desk, then go up the stairs to the right and speak with the Impresario. He will tell you that there is a Dragon sitting in the middle of the stage. From where the Impresario is, walk to the upper right and go through the archway. Go past the chairs, head all the way up and pass through another archway. Speak with the Stage Master, then go up and activate the third switch to the right to fall through a hole onto the stage.

To defeat the Dirt Dragon, use the Cherub Down Relic or cast Float Magic (which is part of the Palidor Esper). Doing this will protect you from the Dirt Dragon's Quake magic. You will receive the Magus Rod after victory is obtained.

Sabin Gets Blitzed

Fly to Duncan's House (located to the Northeast of Narshe), and land the Airship near the diamond-shaped formation of five trees. When you find the trees, land the Airship and walk to the tree in the center of the diamond. You must put Sabin in your party to learn the Blitz attack. As soon as you walk into the center tree, you will appear at Duncan's house. If you have Sabin in your party, you will learn the Bum Rush Blitz technique. Sabin is now ready to Bum Rush the show!

Ebot's Rock Cave

Go to the town of Thamasa (located in the very Southeastern portion of the overworld map). Place Strago and Relm in your party. Enter the town and Strago will learn the disturbing news that his friend, Gungho, has been injured by Hidon. You will learn that Hidon is hiding at Ebot's Rock (located on the island North of Thamasa).

Fly North and land on the island. Go into the Ebot's Rock Cave and you will find a teleport. Step onto this plate and warp. Walk up to find a hungry treasure chest that will not move until you feed it many pieces of Coral. Step on the floor plates to warp around the cave to collect pieces of Coral.

Keep feeding Coral to the chest until it finally moves out of the way. It will take approximately 30 pieces of Coral to fill the chest up. Stupid chest! Now walk straight up past the chest to find Hidon. Defeat Hidon and you will appear with Strago back in Thamasa at Gungho's bedside. Strago will have learned the Grand Train Lore spell. (Strago must be hurt by Hidon in order to learn the Grand Train Lore spell. If he is not hurt, he will not learn the spell, and you must repeat this entire process again.)

Kefka's Tower – The Final Challenge

The only way to reach Kefka's Tower is to land the Airship on top of it. You cannot walk into the tower. You must split up into three separate parties. The middle party (Second Party) should be the strongest as they will fight the most battles. Press the ■ button to switch between parties.

Left Party (First Party)

Switch to the group on the left and go down across the left-hand conveyor belt. Follow the path right and up, then go left into the door. Proceed left to the far left conveyor and ride it down. Follow the path all the way right and go up through the steel door to appear in a room with steel pathways. Now, take the path up and left to the

treasure chest with the Fixed Dice relic, then go all the way down through the door to appear outside again.

From here, head left down the ramp. Proceed down and enter the door at the bottom. Descend the stairs and wait on the lower level of the room.

Middle Party (Second Party)

Press ■ to switch to the next group, then go right and down the ramp. Take the path left and go through the door at the end. Go up all the way, then go left and down the next ramp. Continue left and go down through the bottom door to enter a dungeon. Be careful, this door is very easy to miss. Talk to the creature in the far left jail cell to battle Atma. Use Float Magic or the Cherub Down relic to counter Atma's Quake spell. Both fire attacks and physical attacks work best against Atma. Once he is defeated, a Save Point will appear.

From the Save Point, go right and down through the lower door to exit the dungeon. You will fall to the floor below. Head down all the way, then left and follow the stairs up to the top and go through the door. You will appear next to two tubes. Enter the tube on the left and go up and left to appear in a new area. Proceed down the conveyor belt and enter the first door on the left.

Climb down the stairs and step on the floor switch to create a path below the party that you left there. Climb back up the stairs and go all the way right. Enter the steel door on the right and head up through the red carpeted hallway to find the Gold Dragon. Talk to it and get ready to brawl. Attack with strong weapons, Blitzes, or Rages. Strago's Lore spells work well, as does Shadow throwing Water Edges.

Depart the Dragon corpse and go left, then up through the doorway. In the next room, go up, right, and then down through the door. Climb the stairs on the left, then head all the way up and stand on the green floor switch.

Right Party (Third Party)

Press ■ once again to switch parties. This time pick the rightmost group. Once you have control of this new group, follow the path all the way down to the very bottom and enter the bottom door. (This is not the door next to the treasure chest with the Red Cap in it.)

Now, go left through the door and open the treasure chest above you to discover the Hero Ring. Go up to the top of the room and ride the conveyor belt to the top. Head up and left to find another Save Point. From here, go left to the stairs and you will be attacked by a boss named Inferno. Don't waste time attacking his arms as they recover quickly. Instead, use strong physical attacks and Ice Magic on his body. Take that, sucker!

After this brief battle, descend the stairs on the left and head down again through the door at the bottom. Proceed down through the next door to appear outside again. Follow the path down to the bottom and go right past a large door to find a flashing star hidden behind a treasure chest. Stand in front of the treasure chest and press ✖ to activate the chest, which removes the rocks that are blocking the steel pathway to the left.

Head back to the right and head up through the steel door. Follow the path up to enter a red carpeted hallway. Here you will encounter the Skull Dragon. Equip items such as the Ribbon and Amulet to protect your party from the Status Ailments that this Dragon is capable of inflicting. Upon victory, you will receive the Muscle Belt relic and the Crusader Esper.

Now head right and up through the door. Follow the path left and down through the next door. Head up to the top of the area and stand on the floor switch. If your other party is standing on the switch to the left, the door in the middle of the room will open. It's very important to move these two parties off the switches so they are not in the way of the four-ton weights above them.

First Party

Switch over to the first party, which now has a new path below it. Head down through the door and take the path right to find some broken glass tubes. Head all the way right and up through the door at the end. Follow the path right and down through the next door, then turn right and follow the path to the top. Enter the door at the top to appear in the same room with your two parties. Now go up through the large door at the top and go all the way left.

Head down through the door, face the four-ton weight and press ✖ to drop it on the floor switch below. Now go up through the door and stand on the floor switch at the top of the room.

Second Party

Reunite yourself with the second party, then go up the middle stairs to the right and through the large door. Climb the stairs to the floor switch, then go right and all the way down. Head down through the door, face the 4-ton weight, then press ✖ to drop the weight onto the floor switch. Now go back through the door and head all the way up. Next, stand on the floor switch at the top of the room.

Third Party

Like clockwork, switch to the third party again. Head up the middle stairs to the left and go up through the large door at the top of the room. Stand on the middle floor switch (so that all three groups are on a switch) and a ladder and a door will appear above you.

Head up through the door and fight the Guardian. All you need to use on this guy is Bolt Attacks and, if available, Sabin's Blitzes. Defeat this goon and a Save Point will appear.

First Statue

Save your game, then go North through the door. Head left. Moving down through the door, you will eventually appear outside. Go right and then up to the statue. Doing this will

prompt a fight against Poltergeist. If you can, use a Bio spell to poison Poltergeist right away. The Bahamut Esper Flare spell and the Ultima spell both work well. When Poltergeist drops, you will receive the Aura Lance.

Now, shake your booty up through the door to save your game. Walk up and fall through the hole in the floor. You will fall into a room with a floor switch. Go through the door at the bottom to find a conveyor belt. Next, go down through the door in the bottom-right corner. Head all the way down through the next two doors and step on the bottom floor switch to make doors appear on each side of the room.

Go back up and follow the path back to the Save Point and drop into the hole again. Stand on the floor switch and wait.

Second Statue

Switch to the party on the left side of the lower room and proceed down through the door at the bottom. Head left and go up through the new door that appeared. Maneuver up through the next two doors and then pause for a second. Disarm your other parties and equip this party with the best weapons and armor. Climb the ladder and get ready to fight the statue, Doom. The Ultima spell works best against this boss, and while tough, Doom should fall fairly quickly. For this feat you will get Sky Render.

Head up the ladder, into the tube, and continue straight up to stand on the floor switch to the left of where your first party is waiting.

Third Statue

Change to the last party in the lower room. Head down through the door and walk right. Head up through the new door, then proceed through the next two doors. Follow the path up to fight the statue, Goddess. Having your party equipped with such items as the Ribbon relic, and Peace Ring relic will protect you from Status ailments. Most magic works well, but at all costs, avoid Bolt attacks. The Goddess will drop the Excalibur Sword.

Head up through the door to appear with the other two groups. At long last, step on the final floor switch.

The Search for Kefka

When all three parties are on the final switches, you will be teleported to meet Kefka. Here, you will go through a long cutscene. When this dramatic scene comes to an end, you will be able to list the order of your characters to prepare for the final battles. After doing this, you will enter into the four final battles.

Battle 1: Poltergeist

Be sure to keep your party close to maximum Hit Points. Sabin's Blitz attacks, Edgar's Drill, and GoGo's Mimic ability are extremely effective. The Ultima spell also works well.

Battle 2: Goddess

Again, keep your party's Hit Points full. The Ultima spell works wonders.

Battle 3: Doom

Once again, watch the health. Along with Ultima, Blitz attacks and Edgar's Tools are very effective.

Battle 4: Kefka

Hey, it's the final battle! Cool. Kefka will cast Fallen One, which reduces your Hit Points to one. Counter with Life 3. Cast Cure 3 every round and keep casting the Ultima spell to defeat him. After this, enjoy the ending, and we'll see you in Final Fantasy VII. Oh yeah, congratulations, ya big stud!

Strategy Extra

ESPERS

Here's a quick listing of all of the Esper locations. Collect them all!!

Alexander – Found in Doma Castle after Cyan's dream ends

Bahamut – Found after defeating Doom Gaze in Chapter Two

Bismark – Found in the MagiTek Factory in Chapter One

Carbunkl – Found in the MagiTek Factory in Chapter One

Crusader – Received after defeating the eighth Dragon in Chapter Two

Fenir – Received after defeating Phunbaba in Mobliz

Golem – Purchased in the Auction House in Jidoor

Ifrit – Found in the MagiTek Factory in Chapter One

Kirin – Found in Zozo in Terra's room in Chapter One

Madiun – Found in the MagiTek Factory in Chapter One

Odin – Found in the Ancient Castle in Chapter Two

Palidor – Found in the Solitary Island in Chapter Two

Phantom – Found in the MagiTek Factory in Chapter One

Phoenix – Found in the Phoenix Cave in Chapter Two

Ragnarok – Found in the basement of the Weapon Shop in Narshe

Raiden – Found in the Ancient Castle in Chapter Two

Ramuh – Found in Zozo in Terra's room in Chapter One

Shiva – Found in the MagiTek Factory in Chapter One

Shoat – Found in the MagiTek Factory in Chapter One

Siren – Found in Zozo in Terra's room in Chapter One

Sraphim – Purchased from a man in Tzen who is hiding in the trees

Starlet – Received after defeating Chadarnook in Owser's House in Jidoor

Stray – Found in Zozo in Terra's room in Chapter One

Terrato – Found in Umaro's Cave in Chapter Two

Tritoch – Received after defeating the Tritoch Esper in Narshe

Unicorn – Found in the MagiTek Factory in Chapter One

Zoneseek – Purchased in the Auction House in Jidor

FINAL FANTASY VII

WALKTHROUGH

Now we could give you a corner-by-corner breakdown of this monster game, but what fun would that be? Instead, we've decided to give you a basic outline of where to go and what to do, although we're still relying on you to do a lot. With that in mind, here is a list of some of the basic skills that you must master when playing RPGs:

(1) No Stone Can Be Left Unturned – You must go and look everywhere in each new area you enter. Go down every path and talk to everyone. Always.

(2) Items Are King – The most important thing to remember is that in RPGs, items are the way. You must collect each and every item you can find, especially Materia.

(3) If You Can't Beat 'em...Out Experience 'em – Yes, it's sad, but if there is a monster that you can't beat somewhere in this game, you can always head back out and find some that you can. Gain enough experience, and you can beat just about anybody.

(4) Save – There is nothing worse that replaying three hours worth of a game just because you forgot to save. When something major happens – SAVE. Before you fight a boss – SAVE. You'll thank us for it later.

DISC ONE • DISC ONE • DISC ONE

Mako Industrial Complex

Following the beautiful CG intro you'll instantly be thrust into gameplay. After jumping off the train follow Barrett and his "Avalanche" resistance squadron to the outer gate of the Industrial Complex. At this point Biggs will ask for your name. We'll call all of the characters by their original names for ease in reading this strategy guide.

The Avalanche crew will open the gate and you'll need to follow them. Before you can, Barrett will stop you and say he doesn't trust you. You'll need to name him.

From here follow any and every Avalanche team member to the second security gate. You'll need to talk to Biggs to get this door opened. Continue following Jesse to the elevator and head to the next floor. Biggs will stop nearby to tell you how to maneuver around in the Complex. If you need help, talk to him. Otherwise, proceed on.

Soon enough, and after a few jumps and ladder maneuvers, you'll find yourself at the core level of Mako Complex. At this point, Cloud will place a bomb on the reactor. Before you can escape you'll run into the game's first boss. This scorpion-like mech. is fairly easy to beat, and the only strategy is to not attack when his tail is raised. Use Barrett and Cloud's normal attacks, and avoid using any magic on the boss. You'll need it for the enemies that follow. Battle Hint: Don't just tap on the button. Watch the battle and react accordingly.

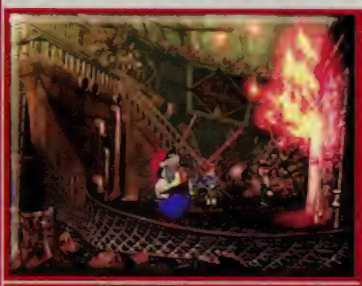
After destroying this mech. monstrosity, the bomb's timer will start counting down, and you'll only have ten minutes to evacuate the Complex. The timer ticks through everything including battle sequences and menu bar operations. Basically, run!

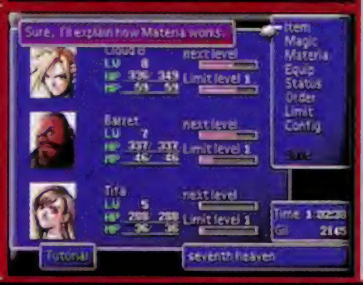
Make your way back from whence you came, and make sure to talk to everyone you run into, because they have the access codes for the doors you'll need to get through. You should be able to leave the Complex with about three to five minutes remaining, depending on how many random monsters you run into. For more than one enemy, use Cloud's magic (lightning).

An awesome CG sequence of the Complex blowing up is your reward for leaving. Shortly after in a dank hole, Barrett will tell everyone to meet up at the train station.

Agito – Avalanche's Headquarters

On your way to Agito you'll run into Aeris for the first time. She's the one identified as the young girl selling flowers. Talk to her and follow this sequence to unlock a bonus scene at Agito bar later in the game. Tell Aeris nothing about what just happened. Then, show no interest in her flowers, and then buy a flower for 1 Gil.





After receiving the flower proceed through the Area 8 city. A few guards will be scattered around, and you'll have to choose whether to confront them or not. If you do, you'll enter into a few fights, but nothing too serious. Eventually you'll escape, and another awesome CG will show you fleeing and you'll arrive at the train station.

On the train you'll be informed of Avalanche's involvement. Eventually, you'll jump off the train into the town of Agito – Avalanche's Headquarters.

Head to the bar, meet Barrett's daughter and talk to Tifa. She will ask you if you had a fight with Barrett, and if you respond "Not this time," she will compliment you on your maturity. From here you will need to name Tifa. She will notice the flower, and you'll have the choice of giving it to her or Barrett's daughter. It doesn't matter who you give it to, the end result is basically the same, but if you choose Tifa you'll get a drink from the bar.

Head to the exit of the bar, where Barrett and his comrades will stop you and bring you to their secret headquarters below the pinball machine. You'll tell Barrett that you have no obligations to either Shinra (your employer) or Avalanche, and he and Tifa will urge you to work with them. Continue to investigate the surroundings of the bar (it doesn't matter what you say), and be prepared for a flashback sequence.

It appears that you made a promise with Tifa seven years ago. Barrett will enter the room once again with Cloud's pay, and because of this 'promise' Cloud will accept the next mission, but at a much higher price. From here Barrett will ask you about Materia Orbs. Explain to him how they work, explore the town, buy some items, and it's off to Area 5 – Mako Industrial Complex(there's a training center here).

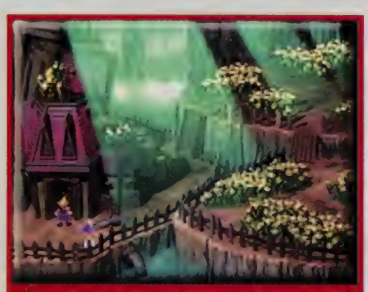
Area 5

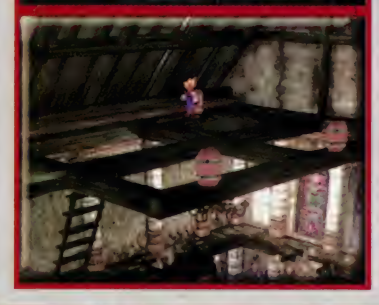
You'll be on the train again, and this time you'll be an uninvited guest. You'll need to run from car to car in a given amount of time, and then leap from the train down into the subway tunnels. In the tunnels there's not much you can do, since every exit is sealed with security lasers. You'll find a small hole leading into Area 5. Go in and prepare for battle.

This complex is very similar to the first, but this time the enemies are a little stronger. Run through the corridors, battle the demon hordes, and make your way to the reactor. Before you can plant a bomb, a flashback will drop Cloud to his knees. Watch in awe, plant the bomb, and follow Tifa to the control center. She will instruct you to push a button at the same time as her and Barrett. You'll have an unlimited amount of time to do so, so don't get flustered. Doing this correctly will open a gate which you'll need to enter.

Now, you'll find yourself surrounded by guards on a bridge, and you'll finally meet the president of Shinra. He's not a nice man. Then, you'll be confronted by a boss. Once again, this baddie is fairly easy, and your reward for victory is an awesome FMV sequence. To initiate it, jump up on the railing and swing down to the city below with Barrett and Tifa.

Meeting With Aeris





Cloud will awaken in a chapel with Aeris in the Area 5 slums. Talk to her and tell her you remember her when she was selling flowers. Continue talking to her, and you have the chance to name her. At this point a Shinra guard will enter the scene. Aeris will request that you become her bodyguard, and your payment will be a date with her later on. From here head toward the top of the chapel, Aeris will fall, and you will be confronted with a set of barrels. In order to drop the barrels on the heads of the attackers, tell Aeris to hold each time she asks you what to do. The correct order for pushing the barrels is to start with the leftmost barrel in the back, then the far right barrel in the back, then the far right barrel in the front, and finally the remaining barrel.

Eventually, you'll make your escape with Aeris through the roof of the chapel. From here, head northeast through the Area 5 slum to Aeris's cozy little cottage. Upon returning her home safely, Cloud says he must head to Area 7 to meet up with his friends. Before doing this, head upstairs and rest. Since you think that the next adventure is too dangerous for Aeris you must escape quietly without waking her. To do so, walk (don't run) slowly across the floor, avoiding any cracked floorboards. Once you make it down the stairs you're on your way. Leave the Area 5 slum and you'll find Aeris waiting for you at the entrance to Area 6.

As you approach Area 7 you'll see a touching sequence between Cloud and Aeris at a nearby playground. Then a caravan with Tifa will interrupt your conversation, and you'll need to follow the fleeing Aeris to the slum town.

Into the Slums

Yes, you've just entered the slums of Final Fantasy VII, and what you are about to do defies anything that has ever been done in an RPG. As with any new town, your first task is to explore it thoroughly, buy what you need, and stack your inventory.

Next, you must head southeast to the women's club in the corner of town. Here you'll need to talk to the manager (the guy in red). You'll want to ask him if he knows where Tifa is. He'll tell you to visit the mansion to the north.

Head to the mansion and talk to the security guard. You'll find out that only females are allowed to enter the mansion. Now head to the clothing shop located on the strip in the west side of town. The owner's son will tell you to go to the bar (directly across from the weapon shop) and talk to his father. Aeris will convince him to make a dress for you, and you'll have to tell him what kind of dress you want. He can make three different ones depending on what you say.

Return to the clothing shop and the owner will have made the dress for you, but first you'll need to obtain a wig so that your disguise will be complete. You'll find the wig at the gymnasium located directly below the weapons shop. Talk to the woman and she will offer you the wig, but only if you will face her brother in a fitness match.

Press ■ to kneel, press ✖ to stand up, and press ● to bend over. You'll basically need to input a consistent pattern of ■, ✖, ● over and over again within a thirty second time period. Even if you lose you'll acquire a wig, but it won't be as cool as the one you'll receive if you win or tie.

Now return to the clothing store for the last time. Enter the dressing room and change your clothes. While in disguise, head to the mansion. The guard will let you in. Head downstairs to the dungeon and you'll encounter Tifa. Tifa will inform you as to what's been going on and she'll urge you to head to Corneo's room. Corneo will line all three of your party members up and choose one to be his woman. He'll choose Tifa if you have the cotton dress, Aeris if you have the blond wig and the silky dress, and he'll choose you if you have all the special items available like the silk dress, lingerie, facial make-up, sexy cologne, and the blond wig.

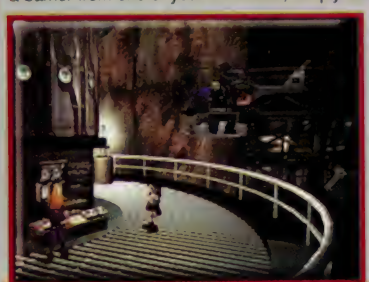
After a skit or two and a few battles, you'll all wind up in Corneo's bedroom and he'll reveal Shinra's new plan for disposing of Avalanche. A sequence will follow at Shinra HQ.

The Underground

Immediately after dropping down into the sewers you'll confront the boss Apusu. Use magic attacks and any summon spells available to take this character down. Scattered within this first room you'll also find valuable Materia. Continue through the sewers and into the abandoned train station and you'll soon come to your next objective.

The Battle for Area 7

As you enter Area 7 you'll notice that Barrett and the rest of Avalanche are already knee-deep in battle. Fight your way to the top of the tower and you'll engage with Reno the Turk. Once again, use your most powerful attacks against this goon to take him down. To remove a barrier from one of your comrades, simply attack them or cast Esuna. Dish out enough damage and Reno will eventually leave. Unfortunately, you will not be able to save Area 7. A CG clip showing the utter destruction of Area 7 will shortly follow. It's a sad sight, but more importantly an awesome visual to witness. After this, Barrett will express his anger over the death of his friends in Avalanche, and the possible loss of his daughter. Head to Aeris's house for the full story.



Strategy Extra

Limit Breaks

Limit Breaks are an extremely important and deadly attack – crucial to success. There are four levels of Limit Breaks, but everyone starts the game with a Level 1 Limit Break. Remember, most of the characters have two Breaks per level, but everyone has only one Break for Level 4. You'll need to use your Limit Breaks repeatedly so you can learn more powerful Breaks.

However, learning the Level 4 Limit Break is more difficult. You must first learn all the Limit Breaks for your character. Then, you must also have the Limit Break item that teaches this attack. Each Character has his/her own special manual. After you find them, you must use the correct manual on each respective character, then set his/her Limit Break Level to 4. Here's where each of the manuals are found.

Cloud

Back at our old friend the Gold Saucer, win 32,000 battle points in a single visit and then buy the item.

Barret

After the train ride in Disc 2, there is a lady with a hat in a building in North Corel. She'll give it to you.

Tifa

You must play the song on Tifa's piano (See Strategy Guide, Vampires in the Homeland, p. 43)

Red XIII

In Sephiroth's house is a safe. Use the combo to unlock it.

(See Strategy Guide, Vampires in the Homeland, p. 43)

Yuffie

After you complete Yuffie's mini-quest, cruise back to Utai. Go to the Pagoda and defeat Godo. You will then receive the manual.

Vincent

Either the submarine or a Chocobo (Blue, Black, or Gold) is needed. Go and visit the waterfall in the middle of the Western Continent. Vincent must be with you, and you must enter to the left side of the waterfall. (Note: You must visit the waterfall twice; once on Disc 2 and once on Disc 3).

Cid

Use the submarine and search for the plane wreck (the same one where you found the Hades Summon Materia) on the south part of the map. The sunken plane is between the eastern and western continents. Inside the plane is a treasure chest hiding the manual.

Inside Shinra

After entering the house you'll run into Aeris's foster mother who will explain Aeris's history and her Shinra ties. Once all of the conversations have ended, head upstairs and talk to Barrett. He'll hint toward Aeris's love for you. You'll have to make the decision to accept the fact or not. Now, head to the next room over and rest. Once you've caught enough Zs head downstairs and leave the house.

From here go to the northern part of the slums where you'll see a group of children running off to the right. Follow them, and then ask them what they're doing. You'll find out that the pipe behind them leads to the upper levels of Midgar, and most importantly, the Shinra Corp. Building. Climb the pipe and go to the battery outlet. It doesn't work. So you'll need to climb back down the pipe and go to the Weapons shop where you can purchase a battery (300 Gil) to operate it. Buy three, you'll need them. Now backtrack, climb the pipe again, and use the batteries on the three battery outlets. You'll need to make some daring jumps here with the ● button, but nothing too serious. You'll eventually reach the top of the Corp. Building.

You'll talk with Barrett here, and he'll explain to you that Aeris is probably trapped on one of the top floors. You'll be given a choice on how to enter the Building. Going through the back door is easier, but going through the front door will allow you to gain some much needed experience points. Either way you'll eventually end up on floor 59. The minute you arrive you'll fight three guards, one of whom holds the key to floor 60. Now, head into the glass elevator and choose floor 60. Be sure to coordinate your walking efforts in order to sneak past the guards. (Move only when the guards are in motion and crossing.) Press the ● button to have your party follow.

Now head to the 61st floor. Talk to everyone on this floor. One of the workers will suspiciously ask what you are doing in the building. If you don't answer him he'll give you the access key to floor 62. Take the stairs up to 62.

You will notice that this floor has four different colored rooms, each holding a series of bookshelves. Enter the room to the left and Domino will offer to give you the keys up to the 65th floor if you can give her the secret password. The password is hidden within all four of the rooms. We would give you the password, but it's random. You can get hints to the puzzle from the man standing by the door, but they will cost you money. We're not sure if he gives different hints each time, but here's the way we got to the solution. There is one file in each room that doesn't belong in that library. Take the number from the beginning of that file and count that number in on the file starting from the left. Take all the letters and make up the solution to the puzzle. Try it, but if it doesn't work you'll have to pay up. Either way, if you get it right on the first try, he'll give you an extremely powerful Materia. Otherwise, go back to any room after you have made a wrong guess, read a book, and Domino will give you the key.

Now, go back to the staircase and head for floor 63. This floor is optional, but if you solve the puzzle you'll receive a new Materia. You'll only be able to open three doors in your quest to obtain three coupons. If you find the shortest route to them, and use them in the computer in the room to the lower right, you'll obtain: Pendant of Stars for Coupon A, Four Slot for Coupon B, and a new Materia for Coupon C. Once you're done with this, climb the staircase to floor 64. On this floor you'll want to heal your characters, equip them with what you want, and then save. Now head to floor 65.

This level is strange and fairly annoying. All you'll need to do is find the unlocked treasure chest, bring the broken piece you receive to the central mini-Midgar structure, find its proper place, and repeat this process until all the boxes are opened. After this tedious task you'll receive the key to floor 66.

On the 66th floor head to the bathroom and approach the porcelain god. Flush it, then climb on top of it. Now enter the air vents and observe a secret meeting hosted by President Shinra. After it's over, leave the bathroom and follow the scientist Hojo up the stairs to floor 67. From here sneak over to the elevator and enter it. A sequence will follow, and you'll finally meet up with Aeris in a strange science lab.

Another sequence will come up, and before you know it the wondrous beast Red XIII will join your party. Choose your party, name Red XIII, and the rest of the party will inform you that they'll be waiting for you on floor 66. Talk to the lab assistant in this room and he'll grant you access to floor 68. From here, take the elevator down to floor 66. Along the way you'll be snagged by the Turks and then thrown in jail.

From inside your cell, talk to everybody and then get some sleep. When you wake you'll find that your cell door is unlocked and the guard is dead. From here, talk to everyone, enter the elevator, go back to the science lab, and head up to floor 69.

This floor is President Shinra's office, and soon you'll find out that Sephiroth is responsible for all the killing. Proceed through the door next to the stairs and you'll encounter Rufus – the dead President's son. (Did we mention that Sephiroth killed the Prez also?) After a brief sequence you'll tell Barrett to take everyone to safety. The game will switch over and put Aeris in control. Customize your characters to your liking, enter the elevator and take down the mechanical robo boss.

After this battle, the control will switch back to Cloud, and you'll have to go head-to-head against Rufus. He's easy if you stick to powerful magic, but take out his dog first. (Also make sure you have a Restore Materia on Cloud.) Once he flees, head down to the main floor and meet up with Tifa. An awesome CG with a hog, Red XIII, and Shinra will follow.

Out of Shinra's Grasp

This bike scene is really cool, but extremely easy. All you have to do is keep the bikes away from your fleeing caravan. At the end of this lengthy sequence you'll need to take down a huge transforming robo boss. This guy is strong and can inflict a ton of damage. Keep your characters' health up at all costs, and then go for the kill. You'll now flee Midgar. From here you'll need to choose your characters and head to the town known as Kalm.

Flashback At Kalm

Your first priority is to enter the inn. Everyone will be waiting for you here, and for some odd reason you'll flashback to your teen days and your involvement with Sephiroth. Follow Sephiroth to the inn and talk with him. Now, rest and prepare for the adventure in the morning. At the crack of dawn you'll need to cross through a mountain path to a Mako Energy Reactor. This will be the only time you'll ever actually enter combat with Sephiroth as a partner – darn. From here, part of Sephiroth's story will be told, and you'll start to see some of the twists and turns in the plot. This scene is extremely cool and yet a real drag because from here on in, Sephiroth will be an adversary. You'll now flash to the present, and then flashback to a different time.

From here enter the mansion to the north, and enter the passage leading to the basement. In here you'll find Sephiroth searching for documentation on the truth and origin of his mother (who or what is she?). The flashback now continues in Nibelheim and you'll encounter Tifa sporting a funky hat. Sephiroth will do some horrible things to the town, and the flashback concludes with you vowing to seek revenge against him. This is all you need to do here, aside from obtaining the PHS from Aeris and exploring the town's many shops and taverns. Once you are done with this, head east to the Chocobo Farm.

Chocobo Madness

The first thing you should do upon entering the farmyard is talk to the Chocobo in the front. Choose the top option, and after they do their celebration dance, you'll obtain the Chocobo & Mog summon orb. Now enter the stalls and talk to everyone. You'll need to buy a Chocobo Materia from the man in the stalls so that you can find them in the zones marked with footprints on the world map.

Now head toward the Mithril Mines. You'll notice that a large snake is blocking your path; you'll need to find a Chocobo to ride in order to get past this slithering demon. If you fight it you will surely die, so save before you leave the barn. To catch a Chocobo, simply go to any set of footprints near the barn and fight until a Chocobo appears (make sure you have the Chocobo Materia enabled). Whatever you do, do not attack it. Destroy the other enemies and the Chocobo is yours. Now, ride it past the snake and into the Mines.

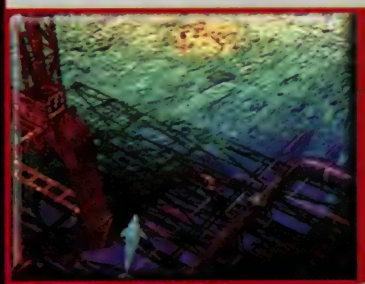
Mithril Mines

Inside the Mine, you'll run into the Turks who work for Shinra. Continue through the Mine and destroy anyone who crosses your path. Soon enough, you'll find the exit leading to a new land.

The Golden Bird

Immediately after exiting the Mine you'll see a large tower with a golden bird on top. If you want, you can head into the tower. This is an optional event, but later in the game you will be required to enter the tower and compete in the strategic military game. This could be great training for your near future, but we advise that you wait until later to play it. The object of the game is easy – kill the troops that are advancing up the mountain. After you sleep and save, head to Shinra's Naval Base.

Trouble on the Beachfront

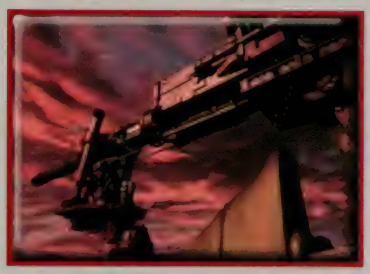


First, take the time to explore this new land. Once you are satisfied with your exploration, enter the Shinra Naval Base on a cliff next to the ocean. Talk to everyone you can, and then head down to the shoreline of the town (path leading into the screen). Before you talk to the little girl and her dolphin friend, prepare yourself for battle. A sea monster will emerge from the water; you'll need to kill it. This is an easy boss, but as always, use magic and summon spells to take it down. Note: Only magic can destroy the bubbles.

After you strip the monster of its life, you will find the little girl lying on the beach unconscious. You'll need to apply CPR by collecting as much air as your lung gauge will allow, then releasing it. Use the ■ button to breathe in, then press ■ again to exhale. After saving her life you'll return to the town to rest. After waking up, go find the little girl once again. She will give you the Shiva Materia. Now follow her down to the beach and have her summon her dolphin. Ride the dolphin over to the metal structure and make him jump by pressing ■. If you miss the metal beam, don't worry. You should be placed perfectly, so simply hit the button again and you're on your way. Now climb up to the air base.

Into the Shinra Military

Upon arrival you'll find yourself on a massive airstrip. Make your way into the buildings and head to the guard locker room. In here you'll run into a guard who will make you participate in the military parade. Change your clothes and follow the small group. You'll eventually make it to the streets where the parade is being held, and since it's televised, you'll want to blend in without making too many mistakes. All you have to do is locate the empty slot in the rows of soldiers and fill it as quickly as possible. The higher rating you receive, the better your item reward will be. After you finish this task you'll return to the locker room where you will need to learn how to handle a rifle. Quickly press the button that the lead guard calls out and you'll pass this drill easily. Don't try and memorize the button presses you'll need to make, because they are completely random. Again, the better you perform in this procedure, the better your reward will be. After completing a few drills, explore the military base, and then head to the boat.



A Time To Relax

Your first tour of duty on the ship is to talk to everyone on board. You'll notice (hopefully) that all of your party members are on board and disguised as Shinra hired hands. Even Red XIII is trying to act like a human. Good boy. When you find Barrett, an alarm will sound off throughout the entire ship. Someone has been spotted. Who could it be? Locate the rest of your party and choose who you want to join you. Head down to the lower deck of the ship, enter the door, watch Sephiroth stumble about and prepare to fight a boss. After defeating it, take the Materia Orb and items in the room before you leave. You will now be at the beach resort of Costa Del Sol.

Strategy Extra

Breeding Chocobos

Breeding Chocobos isn't exactly a science, but if you have the time, patience, money, and a little luck you may be able to get that elusive Gold Chocobo. After you get Highwind, the Chocobo stables will be open to you. By now you should already know how to catch them, but the secret to good Chocobo breeding is where you get them and what you feed them.

To breed a Green Chocobo, you must first go to the Chocobo Sage's house on the northern continent. Outside his house, you will encounter large red creatures. Use the Steal command (you must have the Materia) to take a Carob Nut from this creature. If you plan to breed a Blue or Black Chocobo, you should grab a couple of extras.

Now you must catch two or three Yellow Chocobos to mate. First, you want to find a Yellow Chocobo at the footprints just below Gold Saucer (along the shore). After you have stabled that one, head to the island where you recovered Cloud (Mideel). To the west of the city (or the Lifestream depending on the progress of your quest), there are Chocobo tracks. Capture a Yellow Chocobo and head back to the stable.

Now you'll want to save your game. After you go into the stables and name your Chocobos, their gender will be determined. You need at least one of them to be of the opposite sex, and you need one of them (usually the female) to be of the running variety (the males can be of the walking variety). Mate two Chocobos and feed the newborn a Carob Nut. The results are random so you may get a yellow one, a blue one, or a green one. You want the green one. Reset and keep trying until you get it right. Save.

Wait a while, and then go and get another running female or male (you want it to be the opposite sex of the Green Chocobo chick), and mate it with your Green Chocobo. Give them each a Carob Nut, and try to get a blue chick. If you get one, make sure that it's the opposite sex of your Green Chocobo. Save. Now let them rest. Before you breed the chicks you must feed them the Sylkis Greens fruit that costs 5000 Gil from the Chocobo Sage. Feed the Blue and Green Chocobos each ten of these. Now you must race them at the Gold Saucer until they become Class-A Chocobos. Save. Breed them using the Carob Nut, and if this works, you should be able to create a black one (and yes, it could take a number of tries).

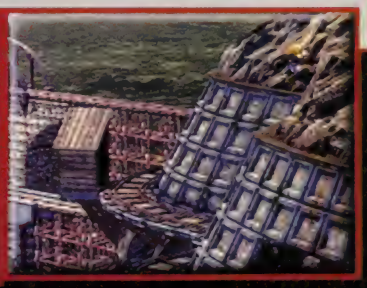
Now, each of these differently colored Chocobos have different powers. The green one can climb mountains, the blue one can run over rivers and shallow waters, and the black one can do both. However, there is an ultimate Gold Chocobo that can go anywhere. To get him, you must breed the Black Chocobo with a Yellow Chocobo of the opposite sex and of the dashing variety, from the Chocobo tracks on the western edge of the snowy northern continent. Breed them using the Zeio Nut from the boxing glove-wearing creatures that live in the forest northeast of the stables. If you're lucky, you'll get the Gold Chocobo.

Everybody Likes Surfers

Relax, catch a few rays, talk to the village folk and walk down to the beach. You will recognize someone from the Shinra Building, but don't talk to him just yet. Talk to the girls instead. Here you will learn everything you'll need to know about the mysteriously familiar man in the lawn chair. Leave Costa Del Sol and make way for the Corel Mountain Range.

Trained to Kill

Enter the mountain range cave (a path leads up to it) and battle your way across the train tracks. Be wary though, because three sections of the track are loose and you'll fall through if you step on them. When you do (it's inevitable) you can either press ● before you fall, or plunge down and grab as many valuable items as you can (you'll find the Pendant of Stars and the Wizard Rod). You won't die from falling, so make sure you grab the items. Now proceed across the tracks, talk to the rest of your party members, and enter the switchboard booth (located on the upper track). Throw the switch and continue to follow the track to the rural town of North Corel.



Everyone Hates Barrett

After your trip up to the Saucer, talk to the ticket taker at the front gate. If you have 30,000 Gil, give it to him for a lifetime pass to the Gold Saucer. You'll want to get it eventually. Now choose a character to accompany you, and enter the Wonder Square where you'll encounter Cait Sith. You will have to name him, and he will join your party after you talk to him a few times. From here play as many games as you want, but eventually you must pull yourself free from amusement and enter the Battle Square. You'll notice that a few guards are dead due to severe gun wounds. Could it be Barrett's handiwork? Before long, a brief sequence will take place, and you'll be sentenced to the depths of the Corel Prison since you've been accused of this devious murder.

Gaming Galore at the Gold Saucer

After your trip up to the Saucer, talk to the ticket taker at the front gate. If you have 30,000 Gil, give it to him for a lifetime pass to the Gold Saucer. You'll want to get it eventually. Now choose a character to accompany you, and enter the Wonder Square where you'll encounter Cait Sith. You will have to name him, and he will join your party after you talk to him a few times. From here play as many games as you want, but eventually you must pull yourself free from amusement and enter the Battle Square. You'll notice that a few guards are dead due to severe gun wounds. Could it be Barrett's handiwork? Before long, a brief sequence will take place, and you'll be sentenced to the depths of the Corel Prison since you've been accused of this devious murder.

Unlawfully Accused

Immediately after entering Corel Prison town you'll run into Barrett, who urges you to stay back and leave him alone. Do it, explore the town, search your thoughts, and head to the house directly below the save point. A short sequence will present an interesting plot turn, and Barrett will join your party once again. Head to the trailer with two guards protecting it and talk to the man in the green suit. Tell him that you want to leave the prison town, and he'll tell you about the Chocobo race. Now leave through the north prison gates, and head for the junkyard to the right of the man walking around (talk to him as well). Don't wander out into the desert or you'll get lost. At the junkyard, load Barrett up with whatever firepower and healing items he'll need for battle.

After a brief sequence, Barrett will be thrust into a one-on-one battle against his long lost friend. Beat the pulp out of him and he'll give you a strange pendant. Take the pendant back to the trailer and you'll now have the chance to win the Chocobo race and leave the prison permanently. Win the race and you'll be a free man. The race is easy, but it may take a few tries to memorize the course and learn when to use your turbo dashes. Before leaving, you'll find out that Sephiroth has been spotted at the Gongaga Gate.

Mobile Power and the Gongaga Gate

Leave the Saucer and take your mighty all-terrain vehicle across the river back to the Gongaga area. You'll notice a shallow spot in the river that you can cross. In this zone follow the path over to the destroyed Mako sight. A short cut sequence will follow explaining that Shinra Corp. is devising a new weapon. Stay out of sight, and then when you have a chance grab the Summon Materia (Titan) that Scarlet misses. Now take the path that you came in on and go the other way to a small rural town. Here you'll run into even more cut sequences and interesting plot twists, but your first order of business is to talk to Tifa. You'll learn that she is holding something back. Search the town, rest, and head to Cosmo Canyon.

The Origin of Red XIII

As you enter the town you'll notice that your little buddy Red XIII goes by the name of Nanaki. Strange. Now talk to the man in front of the entrance, and then Red XIII will come and tell him to let you enter. Once inside, talk to Red XIII and he'll explain the significance of the town and some of his history. From here follow Red XIII wherever he goes, and you'll eventually enter an observatory. A cool FMV sequence will show what is happening to the universe and why it's dying. Leave the room and head over to the bonfire. At this moment you'll find out what your next quest is from Red XIII. After this, choose which characters you want in your party and enter the forbidden cavern with Bugenhagen.

Make your way through the caverns and open every box you see. You'll have to be extremely thorough to find everything, so keep your eyes peeled. At the end of the cavern you'll run into a boss. Kick his tail, and you'll find out more about Red XIII. Head back to the bonfire, gather what supplies you need, and leave the town.

Old man Buganhagen has lots of cool toys.

The Search For Yuffie

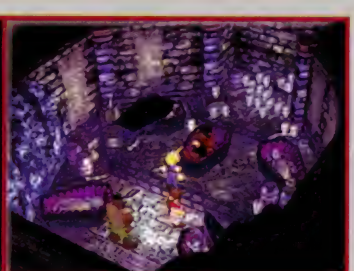
In any clump of forestry you can find Yuffie. This event can happen only during Disc 2, so make sure you do this before you move on to Disc 3. You'll be required to fight her before she'll join your party. Also, you'll need to answer her questions correctly, otherwise she'll run away and you'll have to start over again. Here's the order of what choices to pick while talking to her: bottom choice, top choice, bottom choice, top choice, bottom choice. This event is completely optional, but it is nice to have everyone possible in your army. (Plus, you need her to get the Leviathan Materia.) From here proceed through the canyons, past the mountains, across the river, and over to Nibelheim – Cloud and Tifa's hometown.

The U.S. version of Final Fantasy VII has many improvements, including this new targeting toggle.

Vampires in the Homeland

Something is seriously wrong with this village, but before you investigate, load yourself up with the goods you'll need and talk to the black-caped beings to receive some awesome items. If you want to be a musician, you can play Tifa's piano on the second floor of her home. (Try playing ✖, ■, ▲, L1 + ▲, L1 + ■, ✖, ■, ▲, L1 + ✖, ●, ✖, ■, ✖.) When you're ready for action, head into the mansion.

In this creepy run-down house of evil, explore every room and enter as many fights as you can. This is a good area to gain some serious experience points. One of the rooms contains a safe which requires a passcode to open it. You may have found some of the numbers to the combination scattered within the rooms, but to make your life easier here's the passcode: Turn right to 36, left to 10, right to 59, right to 97. Blammo! However, you'll need to fight a deadly boss before you can claim your prize. Kick his butt and you'll obtain a key and the Summon Materia (Odin). Hint: When entering the safe combination you cannot go past the number you are entering.



Head downstairs and open the door that is locked. In here you'll find Vincent in a coffin. Explain to him what your quest is all about and he'll return to his coffin. Don't leave yet! Talk to him again and ask him about his situation. You'll need to name him, so he'll join your party. While downstairs, proceed into the library (which should look familiar) and you'll run into Sephiroth. Pick up the Materia he throws at your face and leave the mansion. Continue north to the Nibel Mountains.

Use your cunning combat skills as you battle ogres and demons in the mountain pass, then cross the bridge to enter the cavern. Once inside, you'll run into a boss. It's not very strong so you should have no problem taking it down. Make sure you use the ladder to reach the lower level of the cavern or else you will not have the luxury of exploring the maze of pipes which holds some very powerful items and Materia, unless of course you take the longer route to the left. Once you've obtained what you want and need, head to Rocket Town.

Strategy Extra

Summon Materia

Of all the Materia in FF VII, the Red Materia is the most powerful; however, it's also the most elusive. Days of painstaking gameplay are required to unearth every one of these ruby red wonders. But the result is well worth it, because Red Materia (from now on referred to as Summon Materia) enable the deadly and beautiful Summon spells. Summon Materia are one of the coolest things in Final Fantasy VII, and this guide will explain where each and every one is hidden.

Chocobo and Mog - Disc 1

To find this Materia, visit the Chocobo Farm and talk to the Chocobo that is fenced-in.

Shiva - Disc 1
In-between the Chocobo Farm and Condor Fort, there is a cave that holds this Materia. Look for it when traveling through the Mithril Mines. If you've reached Junon Town, you've gone too far.

Ifrit - Disc 1
On the Shinra boat, take down Jenova Birth to garner this awesome Summon Materia.

Titan - Disc 1
There is a village located in the woods named Gongaga that is just before Cosmo Canyon. Wait for the Turks to leave and then check the decrepit machinery where Elena was looking.

Ramuh - Disc 1
In everyone's favorite fun spot, the Gold Saucer, check the alcove in the Chocobo jockey's room.

Odin - Disc 1
Defeat the Boss in the mansion at Nibelheim and when you open the safe...Voila! Another Summon Materia.

Leviathan - Disc 1
This one is given to you after you waste the boss on top of the Pagoda in Utai.

Kujata - Disc 1
In the endless forest on the continent to the north, you'll find this Materia floating on the second screen as you enter the forest. You must walk up to it to get it.

Bahamut - Disc 1
After you meet Sephiroth you'll battle a dragon in a temple. Beat that dragon, wait for the temple to shake, and it's Materia city baby!

Alexander - Disc 2
On the north continent there is an old man's shack (at the end of the snowboarding scene). Below that shack is an icy wasteland. Head east through the snow and find a cave. It's in there.

Neo Bahamut - Disc 2
This one is fairly obvious, since it's lying on a path that leads to the first barrier on the crater inside the frozen mountain.

Phoenix - Disc 2
This one is easy. All you need to do is win the mini-battle at Condor Fort. You'll find the Materia on the floor after the egg hatches. Hooray!

Hades - Disc 2
Use the submarine to find the now defunct Shinra airplane. You'll find the Materia next to the broken helicopter inside of the sunken airplane.

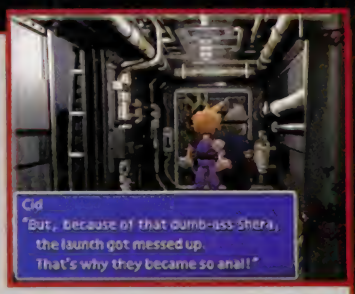
Bahamut Form Zero - Disc 2-3
Go visit the old man in Cosmo Canyon after you have collected all the Huge Materia and Bahamut and Neo Bahamut. Go up to the blue Huge Materia in the galaxy holodeck and touch it. Sweet – another Materia.

Chupon - Disc 2-3
In the third area of the Frog Forest there are three pink vines. Swing across to the branch on the other side and grab the bag.

Knights of the Round Table - Disc 2-3
This is extremely difficult to reach, since you'll need to breed a gold Chocobo (see strategy extra, p. 41). Once you have the gold Chocobo, use it to visit a strange island towards the northeast corner of the map. Find the cave and you've found the Materia.

Master Summon -
After you have collected all the Summon Materia, go to the galaxy holodeck in Cosmo Canyon and touch the red Huge Materia.

Rocket Man!

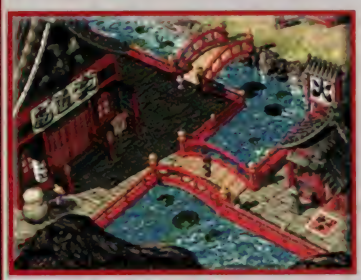


First explore the town and talk to all the locals (make sure you talk to the old man by the Materia Shop at least three times – he gives you a gift). Then head over to the house in the upper right-hand sector of the town. Enter the house, head out the back door, and a tiny cut sequence will follow. Now mosey on down to the rocket site and you'll run into Cid. You'll now have the luxury of naming him. After introducing himself, Cid will ask why you are here. Ask him about the rocket and Rufus (who will be visiting very shortly).
Once you're done, head back to his house (where you just were), and listen to what they have to say. Leave the house, and you'll notice that Rufus has arrived. As you watch the action, Shera will ask you to come back into the house and stop Palmer. Head to the backyard for yet another battle. After winning, you'll escape with Cid on the plane and he will join your cause.

Is Yuffie a Traitor?

This segment of the game is completely optional and only available if you've found Yuffie. Anyway, take your newly obtained plane (which operates like a boat), and travel over to the left-most island on the map. No matter how much Yuffie tries to sidetrack you, continue on through the mountain pass and into the town of Utai. Upon entering, check your Materia. Yep, it's all gone. Did Yuffie take it? Yes she did, and now you'll have to hunt her down. The first thing you'll notice once you are into the town is Yuffie running by. Follow her, and explore the town as you try and catch her. No matter what Materia you pick up in the town, Yuffie will always appear and steal it from you. Once you catch up with her, she will finally tell you everything you want to know. She will eventually tell you to pull the left switch to obtain all of your Materia. After pulling it, you'll soon realize (since you are in a cage) that she has tricked you once again. From here, she will tell you her real story. Now leave her house and head toward the large temple at the end of the path on the northwest corner of town.

In the temple, ring the gong and a secret passage will be revealed. You'll run into Don Corneo (remember him from the slum town?), and he'll claim that Yuffie and Elena the Turk are his. You'll now have to fight some Shinra guards that have entered the scene. From here, leave the temple and head towards the mountains behind the town. You'll need to battle some strange monsters as you proceed up the mountain paths. You'll eventually run into Corneo, his captives, and his new friend – a boss! Use magic and summon spells to take this goon down, and make sure to keep all of your party members' health meters close to full. After you clobber his pet, Corneo will plummet and Yuffie will finally return all of your Materia. Leave the town and head back to your plane.



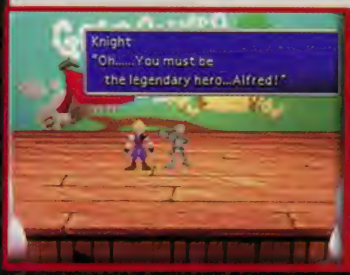
That Darn House

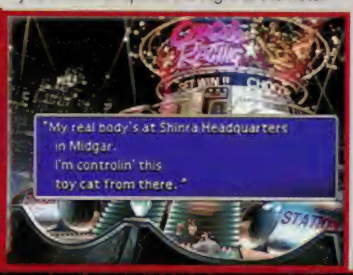
Travel across the rivers back to the continent with the Gold Saucer to enter the tiny house out on the shore's edge. Inside you will find a blacksmith. Talk to him and you will learn about the Keystone and what it does. You'll also find out that Dio, the manager of the Gold Saucer, is holding it in his museum. Now head back to the Gold Saucer.

Quest for the Keystone

Once inside, head over to the Battle Square and enter Dio's showroom. The Keystone is located in the center of the room on the rock pillar. As you try to take it, Dio will enter the room and will offer to let you borrow the Keystone if Cloud will enter his battle arena and fight for Dio's amusement. Agree to his terms and enter the arena. You will be by yourself, and at times this match may not seem fair. After each round you'll have to choose a random item from a slot machine device that will either help or destroy your efforts to be victorious. Don't worry though, the handicaps (magic decreases, etc.) are only effective in the arena and they won't destroy your current status. After a long and treacherous battle, you'll finally obtain the Keystone.

As you try and leave the Gold Saucer, you'll find out the transport is out of order and you'll need to spend the night at the hotel.



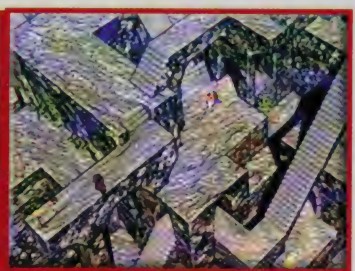


Cait Sith will accompany you. A brief sequence will commence at the hotel, and you'll find out that Sephiroth is hunting down Black Materia. Now, turn in, and Aeris will enter your room asking you to go on a date. In the main area of the Gold Saucer an announcer will tell you that you are the 100th couple to enter the Event Square, and that you must participate in a play. After this funny scene, Aeris will ask if she can ride the gondola next. Head to the Round Square and prepare to be blown away by an awesome FMV. Aeris will ask if you want to go out with her again. This is up to you. From here, a short sequence will show that Cait has stolen the Keystone. Chase him and you'll learn that Cait works for Shinra, but you have no choice other than to let him join your cause.

Everyone will gather together in the hotel lobby, and you'll decide to travel to the Ancient Ruins and try to get to the Black Materia first. Choose who you want on your team and head back to your plane.

Searching for the Black Materia

Head to the island of the Ancient Ruins; it's located near the bottom of the map and has a pyramid on it. When you arrive, enter the pyramid-shaped Ruins. A short sequence will occur, and one of the Turk goons will give you the Keystone and urge you to hunt down Sephiroth. Use the Keystone to enter and carefully explore every staircase and cavern to obtain some nifty items. (Remember: you can climb on the plant vines.) After you've completed this tiresome expedition you'll enter a room filled with gigantic rolling boulders, and yes, you will need to sneak past them. Before you leave this room, talk to the old dwarf to save your game, and then proceed out to the upper-right exit. In this room you'll encounter a gigantic clock with separate rooms for each of the twelve numbers. Carefully time your presses to stop the hands on the clock, and don't walk out across until the second hand is away from you (unless you want to go down to the bottom and get the weapon for Cloud that is located there). If you get hit by it you'll fall off into a pit. Here's what the rooms hold:

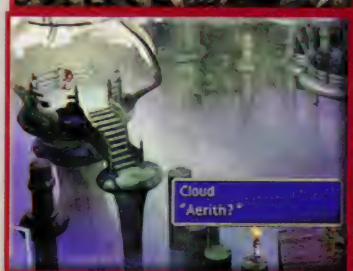


I: Treasure Chest Trap (Boss)
II: Blocked Pathway
III: Treasure Chest Trap (Boss)
IV: Prince Guard Item
V: Path and Treasure Chest
VI: Chase the Dwarf Puzzle
VII: New Weapon for Cait Sith
VIII: Elixir Item
IX: Blocked Pathway
X: Your Starting Point
XI: Blocked Pathway
XII: Boss and Exit

We recommend hitting every path, but if you are in a hurry make sure you hit VI. There is a short sequence here where Cloud freaks out. You'll also need to fight a fairly easy boss. You'll soon learn that the whole Ruin structure is the Black Materia, and you'll have to entrust Cait to pull you out of the current dilemma. Head back to the clock and hit the XII exit. You'll need to fight a fairly difficult boss here, but if you have some decent summon spells it shouldn't be too difficult to take down. A massive story sequence will follow with some major twists. When all the drama is over, you'll find yourself back in Gongaga.

Death in the Family

Leave the Gongaga Area and head over to Bone Village, located towards on the northern continent. As you enter the village go talk to the boss of the camp (near the door), and he'll have his team excavate the land to find the Lunar Harp (for a fee, of course). First, request to search for the Lunar Harp. Be patient, and continue searching until you find it. Once you do, proceed on through the forest and grab the floating Summon Materia before it vanishes (walk up to it to grab it). Eventually, you'll arrive at Shell Village. This is an extremely large town, and you should explore it thoroughly. However, before you head up the center path, go to the shell house on the right-hand side and rest for the night. Another sequence will follow, then leave the house and take the central path. You'll be confronted by yet another sequence, and before you know it something tragic will happen. Insert Disc 2. As a reference point, we finished the Disc 1 in 26 hours and 20 minutes with Cloud at level 40.



The Search For Sephiroth Begins

Follow Sephiroth through the Shell Village, past the caves and outside (near the glaciers). Head to the Glacier Lodge, which is located near the mountain peaks. First explore the town, and then enter the house on the eastern side of town. In the main room, look at the map on the wall, and then take it. Now, talk to the man at the north end of the village and tell him you want to go down the hill. You will be stopped by Shinra before you can leave, and Elena from the Turks will take a swing at you. Dodge left to avoid her punch, and the result is a hilarious scene where she rolls down the mountain. From here on in the town will be infested with Shinra guards. Go the tiny house in the center of town and talk to the boy. He will offer you his snowboard. Walk over and pick it up. You can now snowboard down the hill.

Wicked Boarders

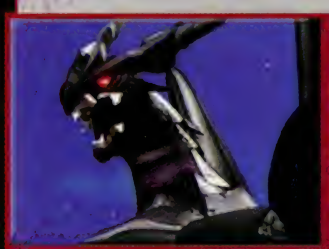
At this point, you'll have to show off your boarding skills. This stage is fairly long, extremely entertaining, and visually very impressive. You can perform tricks by doing certain button presses off of jumps. Try and collect as many items as you can, and above all enjoy the ride. After making it to the bottom of the slopes (it doesn't matter which way you go), pull out your map and head for the red point on it. There are several ways that you can get there, and while advancing to your goal you'll run into a heap of battles. Keep your character's health powered-up. There is a summon Materia in this area, so make sure you touch the water in the steaming lakes while you're here.

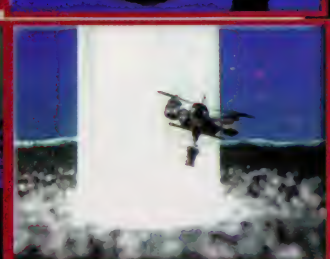
Eventually you'll pass out from the cold as you search this area for goodies. Talk to the old man and he'll tell you how to conquer the cliff face. Get some rest and head up the mountain. As you climb, make sure that you keep your body temperature above 25 degrees. If it dips below, you will be returned to the house and you will have to start over. By pressing the ■ button, Cloud will run in place and generate heat. Try and keep it as high as you can, and replenish it on every cliff. Eventually, you'll enter a cave.

In the cave push the first boulder you see to open the path to the next area. Now you must follow the passage and break off all four icicles (through combat) to make a bridge in the room below. Head out and fight the boss. Hit his left head with normal attacks and his right head with magic to take him down. Once you reach the peak of the mountain, you will be greeted by an awesome CG sequence. Follow the path down to the crater. If Tifa isn't in your party, she will join. Continue along the path and head north. Time your movements to get through the barriers, and eventually you'll run into Sephiroth.

The Meteor Arrives

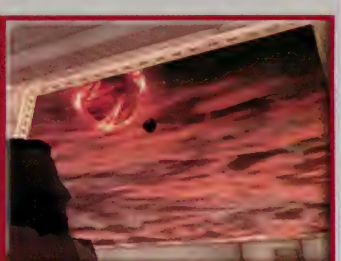
The first order of business here is to defeat a boss. After beating it, you will receive the Black Materia, and since you fear that you'll lose control, you give it to Red XIII. Now continue forward and pass through the final barrier. At this point, a series of major events occurs and the game takes a twist. A very awesome one, wouldn't ya say?

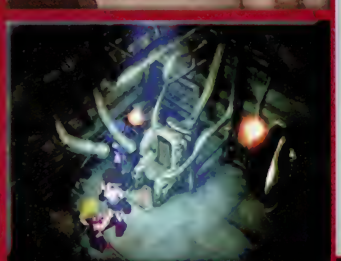




Shinra Strikes Back

In the next scene you are in control of Tifa at the Shinra Air Base in Junon. Talk to Barrett and a sequence with Rufus will explain your current predicament. Follow the guards out of the room, and enter the press conference. Now head over to the gas chamber door. After watching the brilliant CG, run toward the Air Base corridors to look for help. On the upper level you will find Yuffie in disguise. Quickly follow Cait Sith over to the airstrip. The control will now switch over to Tifa, and you'll need to get her free. Use the ▲ button to move her head, ■ for the right hand, ● for the left hand, and ✖ to move her legs. Press the buttons in this order: ✖, ✖, ▲, ✖ + ▲, ▲ + ●, ●. Now turn off the gas and search the door to get out. From here, head towards the edge of the cannon. At the edge of the cannon a sequence between Tifa and Scarlet will follow. Quickly tap the ● button to slap her faster. Another fantastic CG will take place. After this you'll be aboard your airship.





Decisions

First, head to the main control and talk to everyone. Red XIII will suggest that you steer your heading to the village of Mideel, located on a small island to the southeast. Or, if you've found Yuffie, you can go back to her hometown. This event is optional but will give you the Leviathan Materia.

All in the Family

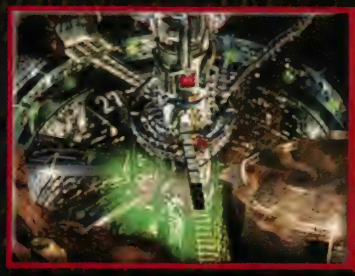
Head back to the town of Utai and enter the temple to the northwest. As Yuffie, you'll now have to battle your way through five floors of the temple, and eventually confront and battle your father. If you can beat all five of the bosses and make peace with your father, then your objective here is done. Now, follow Red XIII's suggestion and head for the village of Mideel.

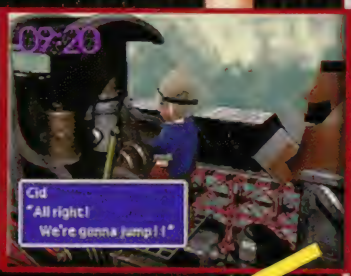
Condition Critical

Explore the town, and you'll find your lost friend soon enough (try talking to the dog). Too bad, he's...different. Tifa will stay with him, and you'll need to head back to the airship. Move to the control room and talk to everyone. Cid will become the leader. and the game will end (just kidding). Fly the airship to the Mako Refinery located to the north of North Corel (by the Gold Saucer).

I Think I Can

Now head north across the long bridge and railroad tracks and battle your way through a series of enemies. Soon you will be in hot pursuit of Shinra with only ten minutes to catch up with its train. You'll have a train of your own, and you'll need to press Up and ▲ in a timely manner to build up enough speed to catch up with the Shinra train. When you catch up with it you'll jump over to their train, fighting everyone you encounter as you make your way toward the engine. But here's the catch – you are still on the clock.





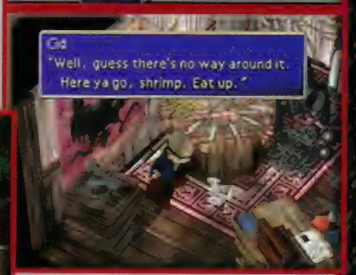
If you can make it to the engine in time, you will receive the Huge Materia and a free night in the inn. If you don't...well, you don't get the Huge Materia and you don't get the free Ultima Materia from the little boy, so we advise that you reset and do it again until you save the town. Now, with the Huge Materia in hand, board the airship and head toward the "Condor Fort" (the large tower with the bird on it).

The Chase Continues

Talk to the guard standing outside and tell him you'll assist him. Now talk to everyone inside, gathering what information you can. We gave you the chance to practice this battle before, but if you didn't...sorry. Once again, your only objective is to destroy the army advancing up the hill. We suggest that you use more weapons toward the bottom of the hill (catapults, etc.), and more men at the top. After winning the battle you will receive another Huge Materia; make sure you grab the Phoenix summon Materia on your way out. Board your ship and head for Mideel.

Back to Mideel

Search all the shops, and buy what you need. Also, if you have the Mimett Greens (the one that costs 1500 Gil at the Chocobo Farm), you can give it to the small white Chocobo that runs around the various shops. Give it the food, then pet its ears, and it will give you a powerful Materia. Then, head over to the weapons shop and examine the locked door. Head outside and search behind the old man, and you will find an old rusted key. Head back to the shop and use the key on the door. It will break, and

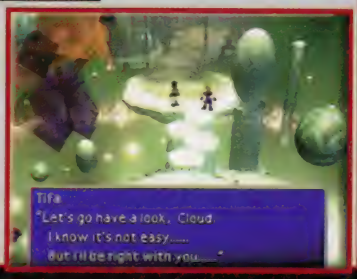


the store owner will ask you what happened. Eventually, he will give you the Ring of the Cursed.

Now enter the hospital and talk to Tifa. Head back outside and prepare to battle the Ultima Weapon. This boss is extremely tricky and a serious pain in the kazoo. After you beat it, the whole city will begin to fall apart, and Tifa and Cloud will plummet into the lifestream.

The Lifestream

Welcome to Cloud's mind. Work your way through the different sequences representing eras in Cloud's life. Eventually, you'll return to the airship.



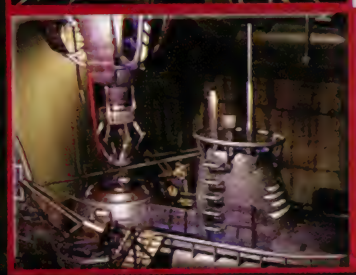
The Final Search

Head back to Junon and enter the base. Head toward the main street and then follow the gray path underneath the lift. As you work your way down into the underwater base, you'll encounter a bunch of deadly enemies and a boss. Destroy this mech. monstrosity and head towards the submarine. On your way, be sure to open every treasure chest you see, as one of them contains an item you will need later on. In the submarine, head toward the main control room. From here the game will switch over to an underwater shooter/simulation. Very nice!

Your objective here is to destroy all of the submarines on your radar, avoiding any stray fire or mines in your way. After a stressing victory, you will find out that Shinra has taken the last Huge Materia to the Rocket Village. Before you return to Junon, search the ocean floor for the red sub that you downed. Grab the Materia and head to the airstrip at Junon. After you watch the FMV head back underwater and look for the downed aircraft. Yes, the enemies in here are tough, but there are lots of good items to find. Now search the rest of the ocean because there is an underwater passageway that leads to the Key of the Ancients. Also take note of the passage that leads to a waterfall inside a crater. Hop out of the sub and put Victor in your party. Go underneath the waterfall and Victor will meet someone very special. While you don't get anything now, it's the only way you can get the special items that appear here during Disc 3.

The Rocket's Red Glare

Return to the Rocket Village, run to the rocket, and prepare for a battle. These men in blue are a serious pain, but not too difficult if you have a good healer in your party. Run over to the rocket's control room and release the Huge Materia. To release it hit ●, ■, ✖, ✖ on the control panel. Once you have it, head back to your airship and return to Cosmo Canyon (Red XIII's town).



An Understanding

Head up to the observatory and talk to Bugenhagen. He will suggest that you and he go to the Shell Village (make sure that you have the Key of the Ancients). But first, view the Materia floating around. They are called Huge Materia and are needed to make Master Materia. To make Master Materia you must collect all the Materia that are available for each type of Materia. For instance, if you have all the red Summon Materia available in the game, and touch the red Huge Materia, you will get the Summon Master Materia. While you don't need the Master Materia to beat the game, they sure are cool to have. Note: If you have the Neo Bahamut and Bahamut Summon Materia you can touch the blue Huge Materia to receive Bahamut Zero. Now return to the airship and guide a steady course to Shell Village.

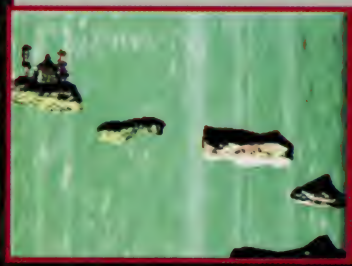
There is Hope

Once in the village, follow the left path until you come to the blue stream. A sequence will unfold, and Cloud will realize what must be done (we won't ruin it for you). After this awesome sequence Cait Sith will call with information on Shinra. However, there is one slight complication. Actually, it's a big one and you should head to the shores of Midgar to greet him. I'd save now, if I were you. Talk to the big man once he reaches the shore.

After you have defeated the Weapon, head north to the crater on the northern continent. Yes, it's hard to believe, but another cool scene will follow and you must now fly into Miidgar City to stop Hojo. Follow Cait Sith down into the underground and you will run into the Turks once again. (However, Cait Sith's Ultimate Weapon is in the lockers on the 64th floor of the Shinra Building if you'd like to do that first.) Kick the Turks' butts and head north (there are also some cool items to the south). Battle your way up to the Mako cannon where you'll have to battle Hojo. Beat him, and prepare for the final battle. Insert Disc 3. For your reference, we had a total time of 41 hours and 49 minutes at this point with Cloud at level 59.

Bravery and Power

At this point in the game you have reached the final battle. If you want, head down into the pit and you will come face-to-face with Sephiroth and the ending of the game. We're going to leave this up to you. Simply battle your way down the cliffs and engage Sephiroth. Before you face off with Sephiroth, be sure that you power-up your characters in the swamps (the area where you can pop in and out of the water). All the enemies here are rather easy, and they really dish out the experience and attack points. Also, if you got the Save Crystal from the first treasure chest in the pit, you should put that down here. Sephiroth is extremely tough, but if you spend enough time gaining experience you should have no problems. Good luck, enjoy the new music and the lengthy ending.



STRATEGY EXTRA

FFVII WEAPONS

Emerald Weapon

- ***Size:*** *Over 1 million HP*
- ***Prize:*** *Earth Harp (Give to Man in Kalm for Three Master Materia)*
- ***Minimum Party Level:*** *75*
- ***Materia Requirements:*** *Each party member should have one of each equipped: Final Attack, Revive, Mime, Restore, HP Plus, MP Plus. At least one party member should have these equipped: Knights of the Round. W-Summon, Underwater Materia. All Materia should be at highest level.*
- ***Item Requirements:*** *Turbo Ether*
- ***Suggested Equipment:*** *Ultimate Weapons*
- ***Suggested Spells:*** *Haste, Regen*
- ***Suggested Materia:*** *Double Cut, Counter Attack*
- ***Suggested Party:*** *Yuffie, Cloud, Tifa*

Why we choose Tifa and Yuffie is simple. Tifa's Ultimate Weapon, Premium Heart, does more damage as her limit meter fills. Considering that a lot of hits will be taken during this fight, she will be pumped for battle. Yuffie's Ultimate Weapon, Conformer, has its power and the enemy's power. The great the difference, the greater the power. Since Emerald Weapon is the embodiment of power in FFVII, it is obviously much more powerful than Yuffie, making the choice of using Conformer a no-brainer.

Start the battle by casting Haste and Regen on all members. Then as soon as possible, cast a W-summon Knights of the Round. This will h it Emerald with Knights twice, causing about 200,000 points of damage. Wait for Emerald to change forms (you'll see three gems appear on each arm) and then Mime with another character. This will cause Emerald to change again, but only after letting loose a pair of attacks that may kill the party members. If Final Attack and Revive are equipped and linked on each party member, there is nothing to worry about. All members will cast Life2 and be restored to full health. Repeat this process until Emerald Weapon is destroyed, watching the MP levels. If MP's run low, be certain to use a Turbo Ether immediately or there may not be enough MP to cast Life2 after dying. Be careful about using Mime, it will copy the last thing that happened, so make sure the last spell cast was Knights and not Life2.

Ruby Weapon

- ***Size:*** *Over 1 Million HP*
- ***Prize:*** *Desert Rose (Give to Kalm Traveler for Gold Chocobo)*
- ***Minimum Party Level:*** *80*
- ***Materia Requirements:*** *Each member should have the following: Final Attack, Revive, Mime, HP Plus, MP Plus. At least one member should have one of each of these: Phoenix, W-Summon, Quadra Magic, Master Summon, Counter Attack, Bahamut ZERO.*
- ***Suggested Equipment:*** *Ribbon, Ultimate Weapons*
- ***Suggested Spells:*** *Haste, Shield*
- ***Suggested Items:*** *Turbo Ether, Remedy*
- ***Suggested Party:*** *Anyone*

By far one of the toughest bosses ever to inhabit an RPG, Ruby is truly scary. His attacks do tons of damage and he has a seemingly endless amount of HP. What's worse, you can't summon the big daddy knights on him because he responds by killing your party with Ultima. What's worse, there doesn't seem to be a set pattern to defeating him because the battle hinges on what Ruby does next. You will probably not defeat him on the first try (or the second or the Nth), but keep working at it and tune the strategy for your method of play. So here we go.

Before the battle begins, be sure that two of your members are already dead. If there is more than one, Ruby will permanently eliminate members until there is only one life using Whirlsand. Have the live one equipped with Phoenix. After Ruby puts his finger into the ground, cast Phoenix. Immediately after, cast Haste and then Shield.

Then cast a W-Summon Bahamut ZERO linked to a Quadra Magic and aim it for Ruby's body. This will summon Bahamut Zero eight times. Wait until all of the attacks are over, then cast Mime. Repeat this process, renewing HP and MP when necessary. You have to work fast, or else Ruby will pull his tentacles out of the ground and start using Whirlsand again. WARNING! Do NOT use Knights of the Round.

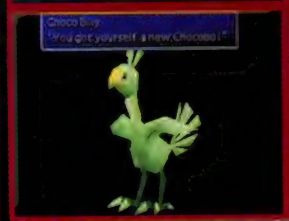
Otherwise...

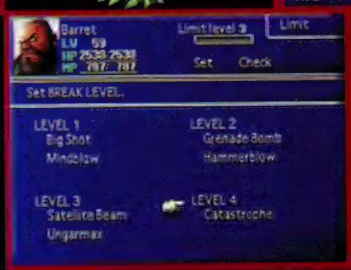
There's plenty left to do before you face Sephiroth. Head to the eastern continent and you'll see that the Ultima Weapon has made a nest out of a mountain just north of Junon where he's holding Cloud's Ultima Sword. To get it, you must fight him a number of times. If you survive the first battle, the Ultima Weapon will fly off. Find him and ram the Highwind into him again and again, until he stops and you can fight him again. Repeat the process until he tumbles down to the earth and you get Cloud's Ultimate Weapon.

Also, now is a good time to go back to the area underneath the waterfall (remember, we mentioned it earlier) and collect those items.

By now, you may have noticed that there is an extremely difficult boss (yes, he is harder than the endboss) down here that you can fight. While beating him is no easy task, it's definitely one of the funniest battles in the game. And he'll give you a secret item.

Still feeling spunky? Why don't you head up to the Gold Saucer and take on the Red Scorpion boss that's moving around in the sand down below. He's tough too. If you beat him he'll give you the Desert Rose.





Still can't beat them? Now would be a good time to go around and collect everyone's Level 4 Limit breakers. Not only are they cool to watch, but they kick some major boss butt. As a matter of fact, we wouldn't advise anyone to take on either of the two Weapons we mentioned previously until they have at least a couple of these. Trust us, you'll need all the power you can get to kill these guys.

Finally, you can go raise Chocobos. Of course, you can do this anytime after you get the Highwind, but you can do it now too. If you manage to breed a gold Chocobo, you can use it to get to the island located in the top northeast corner of the map that holds the most powerful summon Materia in the game, The Knights Of the Round Table.

Strategy Extra

Ultimate Weapons

What in the world would you rather have than the Ultimate Weapon? The answer is – nothing, and since this is your final fantasy, any dream can come true. Each character in Final Fantasy VII has an ultimate weapon. But there's more to it than that. First you have to find the weapon. Each and every one is scattered throughout the entire Final Fantasy VII planet. Then, once you find each weapon, you must power it up in a specific way. For those whose lives cannot be wholly and entirely consumed by the beautiful and beneficent Final Fantasy VII, Game Informer's here to help. Right here, before your very eyes, are the locations and power-up methods for every Ultimate Weapon.

Cloud - Ultima Weapon

Location: Just after you start the final assualt on Sephiroth in Disc 3, head back out to the world map and kill the wandering dragon whose name also happens to be Ultima Weapon.

Power-up: This weapon's damage is contingent upon Cloud's current HP status. The more HPs he has, the more damage it inflicts.

Barret - Missing Score

Location: During your quest to stop the Mako overload at Midgar at the end of Disc 2 there is a chest holding the Missing Score on the staircase just before you reach Hojo. Note: Barrett must be a member of your party to find this weapon.

Power-up: Attach Materia to this weapon. Damage is dictated by the AP of the Materia.

Tifa - Premium Heart

Location: In Disc 2 or 3 go to Midgar City, head to the Wall Market, and examine the computer in a room marked 'Item.'

Power-up: Every time Tifa executes a Limit Break, but misses with at least one spinning wheel, the Premium Heart powers-up.

Aeris - Princess Guard

Location: While engaged in the moving clock mini-game, you can obtain the Princess Guard from the Ancient's Temple.

Power-up: This weapon is only available for a short period of time, so we did not discover how to power it up.

Red XIII - Limited Moon

Location: In Disc 2, after the monster attacks Midgar City, visit Bugenhagen and he will give it to Red XIII.

Power-up: Similar to Cloud's Ultimate Weapon, Red XIII's MPs determine damage. The higher the MPs, the better the damage.

Yuffie - Conformer

Location: In Disc 2 or 3, just check around in the wrecked plane.

Power-up: Damage depends upon the experience points of an enemy. If an enemy's experience points are higher, the Conformer automatically powers-up.

Cait Sith - Marvelous Cheer

Location: In Disc 2, during the raid on Midgar City, search the lockers on the 64th floor of Shinra HQ.

Power-up: The method is identical to the Limited Moon of Red XIII.

Vincent - Death Penalty

Location: When you obtain Vincent's Limit Break Manual, you'll also get the Death Penalty. Where are we...Texas?

Power-up: The number of death blows Vincent has delivered determines this weapon's damage. Note: Death blows prior to Vincent's acquisition of the weapon are also counted.

Cid - Venus Gospel

Location: In Disc 1 or 2, the man who gave Cloud a sword in Disc 1 will be standing just outside a house near the rocket pad. Talk to him three times. Note: This can only be done after the rocket has been destroyed.

Power-up: The method is identical to the Limited Moon of Red XIII.

Basic Training

FFVIII is a complicated game. To help you get started on the right foot, we've layed down a few rules of thumb for you. Rule number one: Unlearn what you have learned from FFVII. Final Fantasy VIII's combat system may look similar to the previous game's, but prepping your characters for battle has become an entirely new experience.

Experience

Increasing the levels of your characters is now far less important than it used to be. It won't give you much of an edge on the overland monsters as they will level up and gain new abilities as you do.

Increasing the levels of your Guardian Forces, however, is very important. Unlike you, they won't be able to junction 100 Full-Life spells to their Hit Points and tack on the HP +80% ability to get 9,999 Hit Points at level 20. GFs get the same amount of experience as you do, but here's the catch. If you have multiple GFs junctioned to a character, they have to split the difference. Thus, the more GFs you have on one character, the slower they will level up. When possible, try to keep GFs as evenly divided between your party members as possible.

AP

Ability Points are the real goods to be gained in this game. Whenever you find a tough enemy that gives out plenty of AP, and you find a cheap and dirty way to kill it (GF Shiva's Doom ability is our favorite), keep on fighting for a while and pick up a few new GF abilities.

Draw Yourself Silly

Whenever you come across new magic, be sure to draw 100 spells of it for each of your party members. It can be an arduous task at times, but when you see the difference that it makes to junction a new spell type to your characters' attributes, you'll be ready to go out and do it all over again.

Always check enemies for new spells, even the ones that you've fought a dozen times. As you go up in experience, your enemies do as well. At level 20, most monsters will start to upgrade their old spells and gain new ones, so be sure to check for new spells on old enemies when your party's levels start to average close to 20. Monsters with basic elemental magic will usually just upgrade to the next level. Fire and Cure, for instance, will become Fira and Cura. Enemies with status attack magic will usually get one or two new spells at level 20. At level 30, creatures start using the "-aga" magics, like Firaga and Curaga.

Limit Breaks

Unlike FFVII, the characters in FFVIII all have very different Limit Breaks and means of acquiring new ones.

Squall : Squall gets new Limit Breaks by upgrading his weapon. There are four in all.

Quistis: Quistis needs to use items to learn new Limit Breaks. She has 16 in all. If you use the Sort command at the Items menu, all of her Limit Break items will be clustered together.

Zell: When Zell's Limit Break is activated, he has a certain amount of time to pull off fighting game-styled moves. He can learn five new skills in addition to the ones he already knows by reading Combat King issues 001-005.

Selphie: Selphie's Limit Break is the simplest of them all. When it is activated, some type of magic pops up randomly. If you continually select the Do Over option, you will eventually get to one of her specials, like Full Cure or The End. Whenever you cast a new magic type unique to her, it will show up on her status screen.

Rinoa: Rinoa has a total of six Limit Breaks that can be learned by reading Pet Pals volumes 1 through 6.

Irvine: Irvine's Limit Breaks are determined entirely by his ammo. He can get a total of eight different types. Most of his ammo types can be easily purchased or refined, but you will need to Refine Energy Crystals and Laser Cannons to get the powerful Pulse Ammo.

Boost

This is usually the first ability we pick up for our Guardian Forces as it is extremely cheap to learn at 10 Ability Points and will allow you to add some pretty serious power to your attacks. To use Boost, just hold down the Select button when a GF summoning animation begins. The moment a symbol of the ■ button and the number 75 appear in the lower right hand corner, start hammering away at the identical button on your PlayStation controller to raise the number. The second a red X flashes over the ■ button depicted on the screen, you will have to stop tapping and wait until the X disappears. If you hit the button too many times when the X comes up, the number will go all the way back down to 75. The number represents the percentage of the GF's summoning attack. At 75 you will only be at three quarters of the strength of a regular summons. By using Boost, you can get most of your earlier GFs' strengths up to 150 percent. The GFs you pick up later on will be able to get boosted up to 200 and eventually 250 percent.

Item GFs

These are not true Guardian Forces as they are activated through the use of an item rather than a summons. Their primary advantage is that they don't require any casting time. Just use the item and whammo! There are two Item GFs in the game: Phoenix and Mini-Chocobo.

Limit Breaks Vs. GF Summons

Summoning Guardian Forces will carry you through the bosses all the way up through Chapter 4. Once you've started junctioning powerful spells to all of your characters' attributes, however, Limit Breaks will become your deadliest attacks. Towards the middle of the game, Squall's Renzokuken alone can easily hit enemies for over 10,000 points of damage (not including damage incurred from the follow up attacks), whereas the majority of the GFs max out their damage potential at 9,999. Eden is an exception to this. Using Eden's Boost ability, we've managed to nail

enemies for well over 30,000 points of damage. Ouch! Of course, if you get Squall's Lion Heart, which usually hits for anywhere from 7,500 to 9,999 points a good 18-20 times (very rough estimate), you will see that Limit Breaks are definitely the way to go when you can afford to use them.

If you find that your HP levels are well beyond what they need to be at any point in the game, it never hurts to leave one of your characters with a fraction of their full health so that they can pull off Limit Breaks more easily. If you get your hands on a significant number of Aura spells at an earlier point in the game, we recommend saving them for bosses and powerful enemies.

The Limit Break Switch Trick

When a character's Hit Points are down to about a quarter of their full health, keep on hitting the ● button to switch between characters like mad until your injured character gets a Limit Break. If there aren't any characters to switch over to at the moment, this will still work. In fact, it usually pays to have the other characters do their actions first, so you can just keep on jamming the switch command on one character.

Status Attack Junctions

Status Junctions can mean the difference between a long and difficult battle and a happy jaunt through the land of chocolate. Just using Blind and Silence on enemies will seriously reduce their threat value. When you face multiple opponents, spread your status attacks evenly among the enemies first before focusing on one. Pay attention to what kind of attack strategies enemies use. Powerful enemies like the Iron Giant or T-Rexaur can be reduced to near harmless with one silly Blind attack, while enemies that use nothing but magic will be completely screwed by Silence. When you start getting more than one GF with a status attack junction, never give the same status attack to two characters unless you know what to expect from the enemies in the area. Variety is key.

Death and Break are both extremely powerful status attacks that will slay enemies outright. Just make sure you have 100 Confuse spells junctioned to any character using this attack. Death is preferable to Break, as petrifying enemies will eliminate any items you might have earned at the end of the battle. Don't expect Death to work every time. Weaker enemies will usually perish with one blow, but stronger types tend to be more resistant. The strongest of enemies, like Ruby Dragons, are often completely immune to Death and Break. The key to making the best use of status attacks is to try everything. Sometimes even the most powerful enemies will be susceptible to something. Ruby Dragons appear to be immune to everything except for Sleep spells. Blind is surprisingly effective on most enemies and will even work on certain bosses like Diablos.

Special Note:

Don't get too cocky after casting both Blind and Silence on an enemy. Monsters in this game frequently have special attacks that hit regardless of their status.

Status Defense Junctions

When deciding what spells to put in status defense, it's best to focus on magic that prevents you from recovering first. Magic that causes you to lose control of your character, like Berserk and Confuse, should be top priority. After that, we prefer Silence because it removes the ability to cast recover magic and is permanent until removed with Esuna or a Remedy. Silence can be countered with the Item ability. Next, we prefer to defend against magics that instantly disable characters like Death and Break. We would put these at a higher priority but you won't come across too many enemies that are capable of using Death or Break on multiple characters until later in the game. When you start seeing Toramas after the Lunar Cry in Chapter 6, it's time to put Death at the top of the list for defense as these nasty creatures will sometimes hit you with an attack that casts Death on every character.

Elemental Attack and Defense Junctions

Junctioning elemental magic to your attack is a mixed blessing. It will give your attacking power a boost and cause a great deal of damage to enemies who are weak against it, but you will eventually run into an enemy that is either immune to an element or will actually get healed by it. The most ideal way to deal with this issue is to junction more exotic elements like Water and Holy. It also helps to have one of your characters using a different element than the rest.

When considering which elements to junction to your defense, the best choices are always the most common ones: Thunder, Fire, and Blizzard. Fire magic in particular seems to be the most common choice among enemies who have other options.

Refining Items and Spells

Any time a GF has a chance to learn a refining technique, we recommend you get it as soon as possible. By using your GFs to refine items into spells, you can get a hold of some pretty serious magic that would be otherwise be unavailable until later in the game. Card Mod is an excellent skill that allows you to turn Cards into items. You will be able to get over half of Quistis' Limit Break items using Card Mod and it's a great way to get items for weapons upgrades as well. Experiment with this. By the time we realized how useful these skills were, we were already too far in the game to really take advantage of it. One hundred "-aga" spells of any type will go a long way on Disc One.

The SeeD Test

Unlike previous FFs, monsters do not mysteriously wander around the world with large sums of money in their wallets. You will be awarded a certain amount of cash after you've walked a certain distance. To make more, you will need upgrade your SeeD Level . You will be awarded higher ranks for moving through the plot quickly, making massive amounts of AP in a short period of time (Cactuar Island), and taking the SeeD test at your tutorial. Here is a complete list of answers for the test.

1 – Y, N, Y, Y, Y, N, N, Y, N, N
2 – Y, N, Y, Y, Y, N, Y, Y, N, N
3 – N, N, Y, N, Y, Y, Y, N, Y, N
4 – N, Y, Y, Y, N, N, Y, Y, N, N
5 – N, N, N, Y, Y, N, N, Y, Y, Y
6 – Y, N, Y, Y, N, N, Y, Y, N, Y
7 – Y, Y, Y, Y, Y, Y, N, Y, Y, N
8 – N, Y, N, N, Y, Y, N, N, Y, N
9 – N, Y, N, N, N, N, N, N, Y, Y
10 – Y, N, N, N, N, N, N, N, Y, N
11 – Y, Y, N, Y, Y, N, Y, N, N, Y
12 – N, Y, N, N, Y, N, Y, N, Y, N
13 – Y, N, N, N, Y, N, N, N, N, N
14 – Y, Y, Y, Y, N, Y, Y, N, Y, N
15 – Y, Y, N, N, N, N, N, Y, N, Y
16 – Y, N, N, Y, N, Y, N, N, Y, N
17 – Y, N, N, N, Y, N, N, Y, N, N
18 – Y, N, N, N, Y, N, N, N, N, N
19 – Y, N, N, Y, N, N, N, N, N, Y
20 – Y, Y, N, Y, N, Y, Y, Y, N, N
21 – Y, Y, Y, Y, N, N, Y, Y, Y, N
22 – N, N, N, Y, N, N, N, Y, Y, N
23 – Y, N, N, N, N, Y, Y, Y, Y, Y
24 – Y, Y, N, N, Y, Y, N, N, N, Y
25 – Y, N, Y, Y, Y, N, N, Y, N, N
26 – Y, Y, N, Y, N, Y, N, Y, N, N
27 – N, Y, N, N, N, N, Y, N, Y, N
28 – Y, N, N, Y, Y, Y, N, Y, N, N
29 – N, N, N, Y, Y, N, N, N, Y, N
30 – N, Y, N, N, N, N, Y, N, N, N

A Very Brief Glossary

When writing a strategy guide at four in the morning, you tend to take a lot of things for granted. We tested this guide on several Game Informer employees and a group of trained gray cheeked mangabeys. Needless to say, the monkeys did fine, but some of our staff members had problems with the use of the following terms.

Support Magic – This includes any magic that somehow enhances or protects your characters. Aura, Haste, Regen, Protect, and Shell are examples of these.

Draw/Cast – When you select the Draw command, you get an option to stock the spell type in your magic inventory or cast it right away. If you cast it right away, that's a Draw/Cast.

Junction up – This is our simple way of saying junction Guardian Forces and magic to your characters.

Head back – This usually means, "Walk towards the foreground (towards you, the player)." If we say head or go back to the previous area, we're just telling you to go to the place that you just came from.

This guide has been a labor of sleep depravation, caffeine, and spending way too much time in an office. We're going to sleep for the first time in a month. We hope we've been of some help.

Chapter 1
Gettin' Schooled

The First Test

After the first of many mindblowing FMV cutscenes, Squall wakes up in bed. Dr. Kadowaki asks you if you can remember your name, and you have the option of renaming Squall. Don't. It's a cool name and the rest of this guide will just confuse you if you do.

Shortly after the brief appearance of a mysterious stranger who seems to know Squall, his teacher, Quistis Trepe, enters the scene in yet another stunning FMV sequence. Quistis will lead you out of the Infirmary and take you back to the Class Room.

After informing her students that the final exam has indeed arrived, Quistis dismisses class and calls you to her desk to tell you that you need to take the Ifrit Cave test before the examination. After Quistis leaves the room, you will find that you've finally gained control of your character.

Take Quistis' suggestion to heart and go back to your desk. Press ✖ to activate the computer and turn the power on when it gives you the option. Enter the Tutorial mode and you will receive your first two Guardian Forces: Quetzalcoatl and Shiva.

Special Note

In the game, Quetzalcoatl is spelled Quezacotl because there wasn't enough space to fit all of the characters in the menu screens. Being sticklers for proper mythology, we at Game Informer will continue to spell it properly.

New Guardian Forces

You've just received Quetzalcoatl and Shiva. For now, you should junction them to Squall immediately and select his abilities at the Junction menu. It's recommended that the first thing you assign Quetzalcoatl to learn is the Card command so that you can collect cards from enemies that have been beaten down. The best bet with Shiva is the Str-J or Vit-J ability.

The Tutorial

The tutorial is a useful tool for reference. Fortunately, you won't have to keep running back to Balamb for it, as it is now included in the Tutorial section on your Main menu.

After you graduate from your final exam, you will be able to take the SeeD test to improve your ranking every time you attain a new level. (The test, which determines how much you get paid, is an event that happens automatically every time your character has walked a certain distance.)

You will only be allowed to take tests up to your level, so whenever you've accumulated a few, it never hurts to take the test to up your income. Pay attention to some of the questions and answers when you take the test, as these offer a lot of helpful hints for combat and getting through the game.

School Grounds

MAP 01 – 14 8 9 15 22 27 33 40 39 38

Once you're done with the tutorial and setting up your Guardian Forces (GF), go out into the hallway. Before you can get out to the walkway that leads back to the elevator, you will bump into a sassy young person who seems like she'd make a good party member. If you don't want to give her a tour of the garden, just say you don't have time. Otherwise, it's an instructive tour and it doesn't take a terribly long time. Talk to the man standing by the walkway to the elevator to get some free cards.

Card Strategy

The card game is a blast, but it's best if you wait until you get some better cards first by using Quetzalcoatl's Card ability on nearly deceased enemies after you've completed the test in the Ifrit Cave. If you decide to play anyway, it's not a big deal if you lose all of your cards as they are all common and relatively easy to replace.

Whatever you choose to do, getting off the elevator and moving South will put you in the main lobby. The central console here is a directory that conveniently allows you to jump to most locations in Balamb Garden.

If you feel like exploring, feel free to take all the time you want. It's not recommended you try out the training area just yet, but if you decide to, make sure you save your game first. Otherwise, keep on moving South to get to the front gate or just use the directory.

Map 01 - Balamb Garden

Balamb Garden is actually one of the largest areas in Final Fantasy VIII. To help you get around we've provided a map of every room. To get the most out of your Balamb Garden experience, we've provided you with details on all of the significant areas.

1. Cafeteria Hallway
2. Cafeteria A
3. Cafeteria B
4. Empty Bedroom
5. Promenade D
6. Common Room
7. Squall's First Room
8. 2F Hallway
9. 2F Walkway
10. Promenade C
11. Dorm Hallway
12. Squall's New Room
13. Promenade E
14. 2F Classroom
15. Elevator
16. Cid's Office
17. Promenade B
18. Garage Hall
19. Garage
20. Quad A
21. Promenade F
22. Lobby
23. Promenade A
24. Training Center Hall
25. Quad B
26. Infirmary Hall
27. Front Gate A
28. Library Hall
29. Training Center A
30. Training Center A1
31. Infirmary B
32. Infirmary A
33. Front Gate Hall B
34. Library C
35. Library A
36. Training Center A2
37. Training Center B
38. Front Gate
39. Front Gate Hall D
40. Front Gate Hall C
41. Library B
42. Quistis' Secret Area

3. Cafeteria B
You can get the Quistis card here by challenging the table on the right to a card game. When the option comes up, choose to play the student sitting in the back.

7. Squall's First Room
You can rest and save your game in this room.

9. 2F Walkway
After you leave Quistis' Classroom the first time, talk to the man standing by the edge of the walkway to get some free cards.

12. Squall's New Room
After you've chatted with Quistis in the Secret Area (41), your old room will be replaced with this one. Be sure and check the desk to the far right for the April issue of Weapons Monthly. Just like the old room, you will be able to save and rest here.

13. 2F Classroom
Be sure and log on to the computer back at your desk before you leave the classroom at the beginning of the game. Select the Tutorial section.

15. Cid's Office
You will enter Cid's Office automatically after you've completed the final exam in Dollet. Don't forget to talk to him before you leave.

21. Lobby
You'll frequently see a runner passing by the Lobby and the rest of the Promenade areas as well. Challenge him at cards to get the Mini-Mog card. There is also a Save Point here.

29. Training Center A1
There are random monsters here. You'll usually run into Grats, but there is the occasional T-Rexaur.

33. Library C
There is an Esuna Draw Point here.

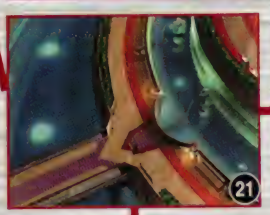
35. Training Center A2
Like A1, this area also has random monsters in it. There is also a Blizzard Draw Point here right next to a palm tree by the water.

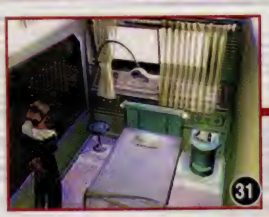
36. Training Center B
It doesn't look like it, but this area is actually a safe zone. There are no monsters here. If you're in serious trouble, you may want to consider saving your game here before making a run for it.

38. Front Gate Hall D
There is a Cure Draw Point here.

40. Library B
Play the young woman here for higher level (4th and 5th) common cards.

41. Quistis' Secret Area
This area is inaccessible until after the SeeD graduation party. After you've talked to Quistis there, you won't be able to return.





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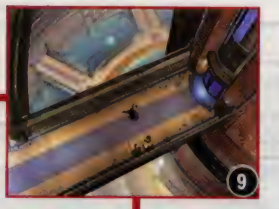
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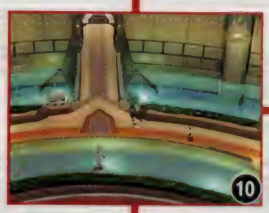
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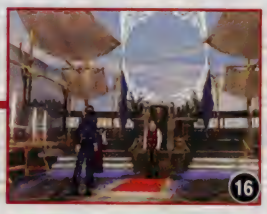
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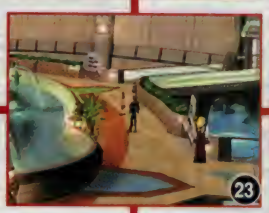
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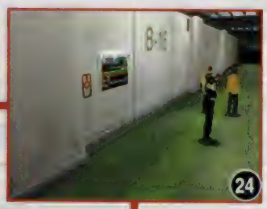
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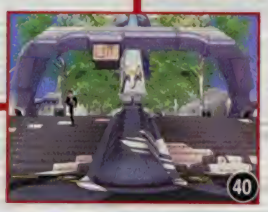
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New Party Member

QUISTIS TREPE

Here you will meet Quistis out of uniform. After giving you a brief tutorial on junctioning abilities, she will join you as your very first party member and you will finally be able to exit and see the outside world.

Special Note

Quistis' Junction tutorials can be skipped by pressing the ▲ button.

The Ifrit Cave Test

Balamb Overland Monsters

Grassy Plains: Bug Bite & Glacial Eye

Forest: Caterchipilar, Bug Bite, & T-Rexaur (rare)

Beaches: Fastitocalan

Head East from Balamb Garden. You will cross some woods and run into the Ifrit Cave. When you're in the woods, run around a bit until you encounter a Caterchipilar. Draw all the Thunder and Cure spells you can from this enemy. Junction them to your character and move on. Don't spend too much time fighting monsters, as you will want to avoid leveling-up beyond level 8.

Defeating the Ifrit Cave at a lower level will increase your SeeD score after you graduate.

Special Note

Your final SeeD evaluation will be based on a number of different factors. Defeating the Ifrit Cave at a lower level is one of them. You will also want to defeat 60+ enemies before completing the final exam in Dollet and never flee from battle (a good reason to avoid T-Rexaurs at this point.) We'll tip you off to other more specific factors in the exam as you get to them. For now, you can check the number of enemies you've killed by talking to the Trepe Groupies in the 2F Classroom at Balamb Garden (Map 01-13).

The Ifrit Cave

Ifrit Cave Monsters

Red Bat, Buel, & Bomb

Head over to the cave. Here Quistis will give you a new tutorial on how to junction magic to your abilities. Following that, she'll offer some additional advice on the gunblade. If you choose to review it, Quistis will fill you in on your Limit Break options. Otherwise, head over to the cave and tell the Garden Officials that you want in. They will ask how much time you need to get through the dungeon. This may affect your final evaluation score. If you've saved recently, try the ten minute run. It shouldn't be too difficult.

Map 02 - Ifrit Cave

This is the smallest dungeon in the game. As such, there isn't too much to say about it.

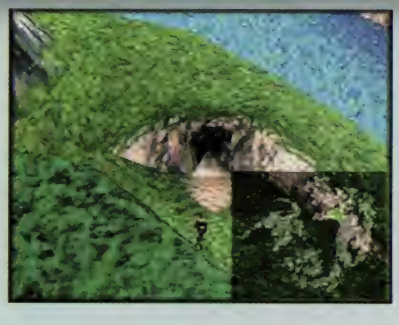
1. Ifrit Cave A
2. Ifrit Cave B
3. Ifrit Cave C
4. Ifrit Cave D
5. Ifrit Cave E
6. Ifrit Cave F
7. Ifrit Cave G
8. Ifrit's Lair

6. Ifrit Cave F

There is a Fire Draw Point here. Just take the path that leads a little bit to the right.

8. Ifrit's Lair

This is where you meet the big man himself. Be sure to heal yourself and adjust your junctions accordingly before entering this area.



The Ifrit Cave is a really basic dungeon. Just charge down the main path until you get to Ifrit. There is a Fire Draw Point, but that won't do you much good here so don't waste time on it if you're in a hurry. If you have an Elemental Attack Junction, put all of your Blizzard spells onto it.

Boss Battle:

IFRIT

Ifrit isn't too tough. Just keep on cranking out Shiva and Blizzard attacks at him. If you've actually managed to acquire an Elemental Attack Junction, it's better to use that with Blizzard rather than casting Blizzard as a spell. When he goes down, you've gained a new GF and the valuable Ifrit card. Before letting you go, Quistis gives you a new tutorial on using Elemental Attack and Defense Junctions. Leave the cave and head back home.

New Guardian Force

Ifrit is already handily equipped with an Elemental Attack Junction. Adding a hundred of any elemental magic will greatly enhance the damage you can dish out. Add Blizzard for now, as most enemies in the area have weak protection against ice.

Card Strategy

Hopefully by now, you've acquired Quetzalcoatl's Card command. If not, it's highly recommended that you power-up for a while. Having Ifrit in your inventory will give you an edge back at the Garden. Before returning, try and round out your collection with Bomb (in the Ifrit Cave) and Glacial Eye (outside on the grassy plains). The closer enemies are to death, the more likely you will be able to turn them into cards using the Quetzalcoatl Card command, so use Scan to check on their health before attacking them. Back at the Garden you can pick up the first half of the common cards and a couple rare cards.

We recommend you start with the student who runs around the promenade. Keep on playing him until you get his Mini-Mog card, move on to the other rare card holders in the building. You can get Quistis from Trepe Groupie Number 1 in Cafeteria B. Just walk up to the table to the right and press the challenge button. Choose the player sitting in the back for a game, and keep on playing him until you get Quistis. Keep on challenging people until you get Elnoyle, Malboro, and Tonberry King, as these are all strong corner cards. Once you've achieved this hand, you may want to wait for a more opportunistic trading rule, before completing your collection of the common cards.

Limit Breaker Tip

If you haven't gotten hold of a Spider Web yet, fight Caterchipilars in the forests until you do. Use the item and Quistis will learn the Ultra Waves Limit Break.

Power-Up Tip

After defeating the Ifrit Cave, spend some time wandering around the island picking up more spells and experience. The best way to power-up your Guardian Forces on Balamb Island is by fighting the Fastitocalon on the beaches. They can be tough at times, but are worth 3 AP apiece and always come in pairs. When you find yourself getting low on health, just run into the woods until you find a Caterchipillar and draw/cast Cure spells from it until you're at full health again. Repeat this process until you've acquired at least a couple new skills for your GFs.

The Final Exam

MAP 01 –

38 39 40 33 27 22 23 17 10 11 6 7

Once you're ready to move on with the plot, head back to Balamb Garden. Quistis will give you a new tutorial on how to set the abilities your GFs are going to learn next. Once you're done with this, head inside.

When you're ready to move on to the next section of the game, head to your dorm and examine your bed to change into uniform. After you leave your room, the game will automatically send you to the main lobby where Quistis will introduce you to new party member, Zell Dincht.

New Party Member

ZELL DINCHT

After a brief conversation with the hyperactive Zell, you discover that Seifer will be your CO on the upcoming mission. He will be joining your party as well, but only on a temporary basis. Seifer's gunblade works just like yours, but it's more difficult to get the timing down. Shortly after the inevitable exchange between Seifer and Zell, Headmaster Cid walks in and fills you in on the details of your final test to become a SeeD member. Follow Seifer and Zell South and you'll mysteriously

end up in the garage, where everyone jumps into a Garden car and it drives out.

You will find yourself on the overland map after a brief conversation between the characters in the car, follow the road South to get to the town of Balamb. When you arrive, the Garden car will drive out to the docks and you will once again regain control of your character. Head Northeast to the hovercraft and jump in.

Following a more in-depth briefing and further abuse from Seifer, you will have the option of talking to everyone. Talk to each character or choose to do nothing, and Seifer will send you up to see if the party is getting close to the target, Dollet City.

Following yet another beautiful cutscene, the hovercraft makes a landing and you, Seifer, and Zell jump out onto the beach. Once you regain control of your character, go to the Junction screen and set up Seifer and Zell with GFs. If Quistis is still holding onto hers, use the Exchange All option from the Switch menu to trade all of her junctions and magic over to Zell or Seifer.

Charge of the SeeD Brigade

MAP 03 –

1 2 3 4 5 6 12 7
8 9 10 11 16 15 14 13

Dollet Monsters

Up to Bridge: G-Soldier & G-Elite

After Bridge: G-Soldier, G-Elite, Geezard, & Anacondaur

Special Note

Do not talk to any of the other SeeD members except for the members of your own party until you meet up with Selphie, as this will detract from your final evaluation.

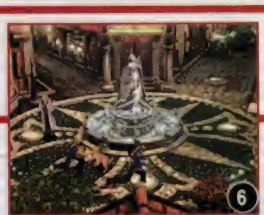
Head off in the direction Seifer runs and follow him up the stairs. There is a Save Point at the top. Continue following Seifer until you run into your first group of soldiers. If there are two, take one down and start drawing magic from the other for the member of your party that is not equipped with any spells.

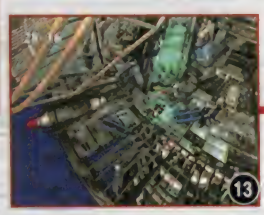
Fortunately, G-Soldiers aren't much of a threat unless they start using spells frequently, so you shouldn't have too much trouble. Just Draw/Cast Cure whenever you've lost more than a quarter of a character's Hit Points. You can get Blizzard, Fire, Thunder, and Cure from G-Soldiers. Grab a hundred of each and junction them when combat is over.

Keep on following Seifer until you get to a circular section of road with a statue in the middle. When he tells you to scout the area for enemies, run up the Northeast side street until you run into two more G-Soldiers. Defeat them and talk to Seifer again. Seifer grows increasingly agitated by the lack of action and walks over toward the area where you just defeated the last batch of G-Soldiers. Walk over and talk to him again.

Following this, the dog will suddenly become agitated. The party hides in the alleyway and the reason becomes readily apparent when an entire squad of G-Soldiers walk by. After a brief conversation, and some speculation about a communications' tower off in the distance, Seifer heads out after them. Follow him. Cross the bridge and then pause a moment to prepare yourself for a fight. Walk up the stairs and talk to Seifer. You will suddenly be attacked by an Anacondaur.

On your first trip to Dollet, many areas have been closed off or are simply different. When you have a chance to revisit Dollet later in the game, be sure to check all of the doors in the Street areas for shops and new locations.





Boss Battle:

ANACONDAUR

If you've put in the extra time to power-up occasionally and all of your characters are fully junctioned, this snake is a breeze. Its squeeze attack hurts, but it won't be able to pull it off enough times to knock anyone out if you entered the battle at full health. If you find yourself running into trouble, just blast the bejeezus out of it with ice attacks. If defeating this boss was difficult, you may want to head back to Central Dollet and power-up for a while, as it will now show up in pairs as a random monster in the area.

Following this anticlimactic battle, Seifer once again runs ahead. Follow him up the hill until you get to a small cliff overlooking the entrance of the comm tower. After the Galbadian soldiers enter the tower, you get a brief glimpse of Seifer's romantic side and he runs ahead to the tower. Before you get the chance to follow, the game is interrupted by a cutscene featuring a new character falling down the hill behind you.

New Party Member

SELPHIE TILMITT

Enter Selphie. She acts younger than her age. She's a bit of a klutz. She uses nunchucks to good effect. Selphie will be taking over Seifer's position in your party now, so junction her to whatever GF he was using when you get the chance. Fortunately, all of Seifer's spells have been automatically transferred to Selphie, so you won't have to go through the trouble of drawing spells from a G-Soldier all over again.

Obviously used to taking dives off steep hills and cliffs, Selphie jumps off the cliff in front of you and heads over to the comm tower. You can take the safe roundabout way to the right or you can jump off the cliff like a maniac. Don't jump. You'll get a higher rating for dignity in your final evaluation if you don't.

Once you arrive at the entrance of the comm tower, the doors open and several panicked Galbadian soldiers come running out, followed by Seifer who waves his sword at them, calls them cowards, and then dashes back in to cause more havoc before Selphie can deliver a message to him.

Map 03 - Dollet

2. Dollet Entrance
There is a Save Point here.

6. Central Dollet 1
There are two different views of Central Dollet. Central Dollet 2 will only appear when you are with Seifer and a group of troops run by, and when you are running from a giant mechanical monstrosity on the way back. There is a Draw Point for the Silence spell hidden behind a cart with flowers just down and right of the statue at the center.

14. Elevator
There is a Draw Point for Blind spells and another Save Point in this area. Be sure and prep your characters and save them before going up the elevator.

1. Beach
2. Dollet Entrance
3. Street A
4. Street B
5. Street C
6. Central Dollet 1
7. Bridge
8. Tower Hill A
9. Tower Hill B
10. Cliff
11. Dignified Path
12. Central Dollet 2
13. Tower Top
14. Elevator
15. Tower Entrance
16. Tower Base

Enter the comm tower, save your game, and head up the elevator. Before you arrive at the top there is a brief real-time cutscene featuring FF returnees and Star Wars ripoffs, Biggs and Wedge, who are now your enemies rather than allies. After the conversation ends, you arrive on the scene just in time to witness the purpose of Biggs' work when an unusually long cutscene depicts the comm tower deploying its various dishes and antennae, and then emitting a powerful signal into orbit.

After a brief but humorous dialogue in which Biggs attempts to back out of a confrontation, Seifer shows up and smashes something out of his hand. This begins a new boss battle from which Seifer is mysteriously absent.

Boss Battle:
BIGGS & WEDGE

This really isn't much of a boss battle. You can easily knock out Biggs before Wedge is around long enough to help him; but it's better to avoid attacking him at first, as Biggs has Esuna spells for the drawing. Not only will this instant remedy dispel any negative status effects, but it can be an extremely powerful spell to junction as well. Do not attack anyone until you've accumulated 100 of these for each character. It's a long and arduous process, but it's totally worth it. Biggs doesn't have healing spells you can draw on when your HP start to get low, but fortunately, Wedge, who shows up after a couple of minutes, does. Once you've accumulated all the Esunas you can muster, make sure your health is in good condition and beat the stuffing out of Biggs. Once you've hurt him badly enough, both enemies will suddenly be blown out of combat by a mysterious air attack. Enter the real boss of this battle, Elvoret.

Boss Battle:
ELVORET

While a lot less pathetic than Biggs and Wedge, Elvoret is not that difficult to defeat. He has two attacks and occasionally uses magic. The one attack is a basic one-target swipe that doesn't hurt too badly. Elvoret also possesses a reasonably potent wind attack that hits everyone in the party for about twice as much damage as the physical attack. Fortunately, Elvoret possesses Cure, so you can easily recover damage after he uses the wind attack on you without fear of running out of Cure spells or cannibalizing your abilities. Elvoret possesses another new spell that you'll hate to draw, but love to use. Double allows you to cast two spells of the same type with one attack. This can be devastating to enemies when you've acquired more powerful magic, but once again, where it truly shines is in its junctioning potential. Simply draw magic until Elvoret hits the party with a wind attack and then use the next round or two to Draw/Cast Cure. Elvoret also has another item in his draw list called Siren. Draw this until a text box pops up saying, "Siren Acquired." Congrats, you got a new GF. When you've drawn all that you can carry, pummel Elvoret with everything you've got until he goes down. Summons spells are effective, but if you have a character with a powerful elemental physical attack, you may be better off using that instead.

New Guardian Force

You just got hold of Siren. While her summons doesn't do an incredible amount of damage, her junction abilities are top notch. Equip her to Squall and upgrade your party's junctions with the new spell types you've just acquired. Be sure and put Esuna on the Status Defense Junction and a status spell like Sleep on the Status Attack Junction.

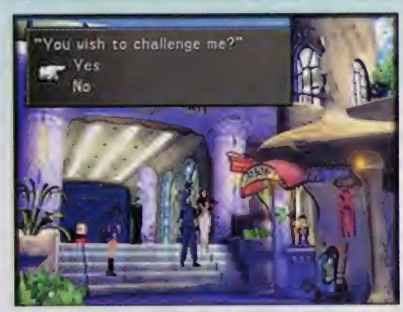
Run Away! Run Away!

MAP 03 –

13 14 15 16 11 10 9 8
7 6 5 4 3 2 1

After you've defeated Elvoret, take the elevator downstairs and save your game again. After you leave, Biggs stops playing dead and dispatches something very big and metallic sounding to go after you. Once you step outside, a cutscene depicting a large robotic spider jumping from the top of the tower will kick in. It lands right next to you and a new boss battle begins.

Boss Battle:
X-ATM092



This boss wasn't meant to die by your hand. X-ATM092 has the first batch of Protect spells to draw, but there's no time for that and you'll have plenty of opportunity to gather protection spells in the near future. Just hit it with Quetzalcoatl and Thunder elemental attacks. Keep on hitting X-ATM092 until it falls down and Zell advises that you leave. Hold down L2 and R2 simultaneously to run away (this will not detract from your final evaluation). If you stay and fight, X-ATM will begin the process of regenerating itself. Once it reaches 100 percent, all of its Hit Points return.

It is actually possible to bring X-ATM092's Hit Points all the way down to zero. This will reward you with a whopping 50 AP, but the robot's Hit Points will automatically regenerate to full and you'll have to damage it enough to run away again. To do this with

enough time to spare, you'll want Quetzalcoatl with Boost and Summoning at +20%. While one character uses Quetzalcoatl, have the other two characters cast Double on themselves and then hit it with Thunder. Keep in mind that bringing X-ATM's Hit Points down to zero will only award you 50 points per battle. Once you've smashed it up enough to run away, there is no point in bringing its Hit Points to zero again. Run away and do it at the next battle.

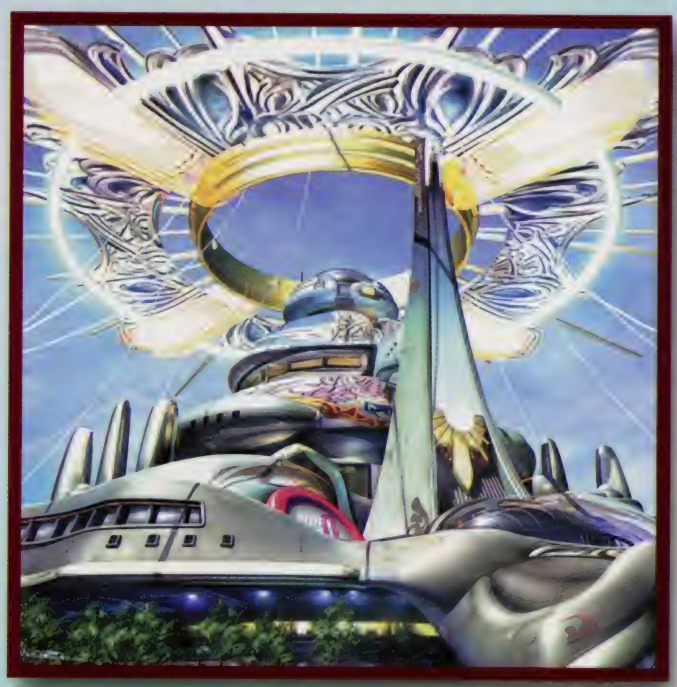
Special Note

Taking extra time to fight X-ATM092 might hurt your final evaluation, but for 150+ AP in such a short period of time, it just might be worth it.

After you've escaped this mechanical monstrosity the first time, head to the right side of the screen and follow the path down to the bridge. If you keep moving fast enough, you'll be able to avoid it until Tower Hill B (Map 03 - 8). You will have to fight it a third time when you cross the bridge and it jumps over your head, landing directly in front of you. Fight it again with the exact same strategy as before and keep on running.

When you get to Central Dollet, head down/left. The perspective can be confusing here, but don't worry about it. Once you regain control on the next screen, keep heading down the streets toward the beach. Eventually you will arrive at Dollet Street B (Map 03 - 4), and there will be an uncomfortable moment in which you have to stop and wait for your comrades from Squad C to retreat ahead of you. Here you have the option of running into the building Squad C just came out of in order to hide from your pursuer and let it pass by, but don't. You'll miss an excellent movie and it won't look good on your record.

Once you pass the last street area, an FMV takes over. We won't spoil it for you, but we promise you that you'll gain a profound respect for Quistis when the fireworks are over. Congratulations, you've completed Balamb Garden's final exam.



Going Home

MAP 04 - ⓫⓬❽❺❶

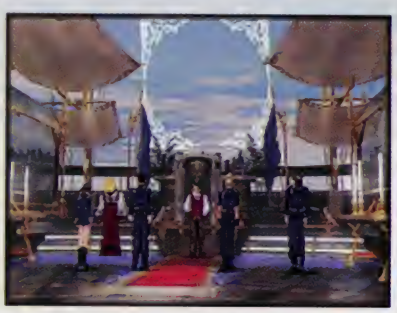
You've arrived back in Balamb Town. After Seifer departs with Raijin and Fujin, follow them to the next area. Here you will discover that Seifer and friends have ditched you without a ride home. You can rent a car by the Town Entrance, but it's not worth the cash and fighting monsters is good for you. Aside from the various drawpoints, shops, and items listed on Map 04, there isn't much to do in this town. Say hello to Zell's mom if you want, and then leave.

Card Strategy

At the Train Station Entrance area, you will find the Queen of Cards standing on the steps. You can use her to change rules if you like, but even more useful, you can play her. She's a good player, but if you have strong cards, you should be able to beat her fairly easily, as she only uses first and second level common cards. We recommend Quistis, Ifrit, Elnoyle, Tonbery King, and Malboro for your hand. If you get the first turn, always use Malboro in the lower left corner. She tends to change her rules at random, but whenever you get the Different or Direct trading rules, you can get your hands on multiple cards every time you win, which makes filling in the gaps in your first and second level common cards a lot less monotonous. Just play it safe during a Direct rules trading game. Once you lose a rare card, you'll have to keep on playing until you get it back or risk losing that card permanently. It's always a good idea to save your game before engaging in a card playing spree.

Exit the town and start heading Northeast to Balamb Garden. If you're tired of fighting monsters, stay on the road as encounters are much less frequent here. Once you get back to Balamb Garden, head up to the lobby area and talk to Quistis, Cid, and Xu. Now head over to the right and talk to Seifer. Following his remarks on the mission, Quistis, Xu, and Cid show up in succession, and Seifer is informed that he will be punished for his failure to follow orders.

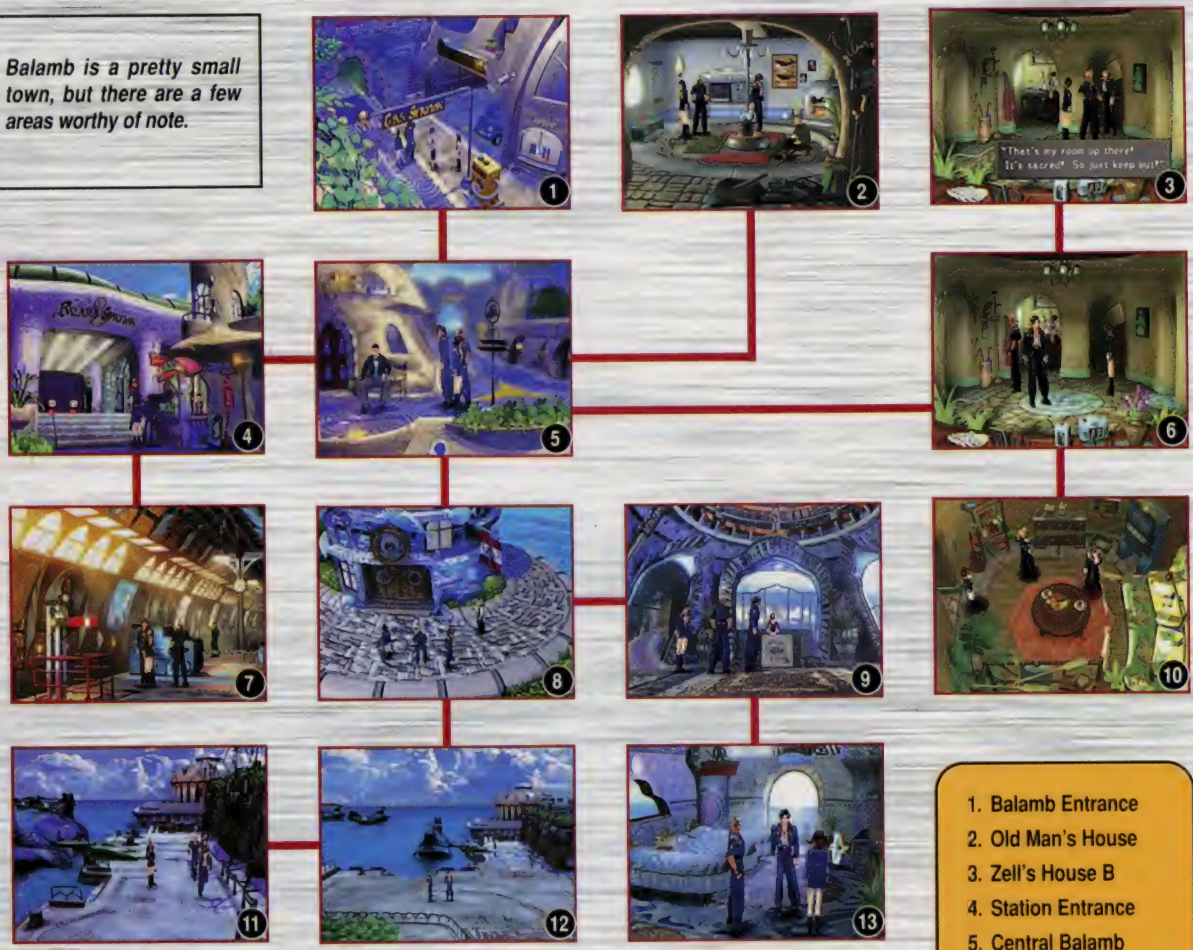
After Cid leaves, attempt to walk further up the promenade. An announcement will inform you that all participants in the final exam are to meet upstairs at the 2nd floor hallway. Head back to the lobby, go up the elevator, and cross the walkway. Here you will see an anxious Zell and a large group of anonymous students waiting to hear their names called. Talk to Zell, Raijin, and Fujin and run around for a while.



Eventually, one of those mysterious yellow-capped faculty members will walk in and call out Zell's name, then yours. Head over to the elevator and go inside. This will take you to Cid's office, where you will stand with Zell, Selphie, and an anonymous student in order to receive your graduation speech

Map 04 - Balamb Town

Balamb is a pretty small town, but there are a few areas worthy of note.



1. Balamb Entrance
2. Old Man's House
3. Zell's House B
4. Station Entrance
5. Central Balamb
6. Zell's House A
7. Train Station
8. Inn
9. Inn Lobby
10. Zell's House C
11. Docks B
12. Docks A
13. Inn Room

1. Balamb Entrance
Talk to the person in the window to the right of the garage. They will let you rent a car for 3,500 Gil. Balamb Island is such a small location that it's not really worth it, but if you're really tired of fighting monsters...

3. Zell's House B
You won't be able to get to Zell's room until Balamb has been blockaded, but there isn't anything special here except for a free rest. Challenge Zell's mother for the Zell character card.

4. Station Entrance
There is an item shop here for miscellaneous items. Talk to the conductor when you need to take a train. Tickets are 3,000 Gil. The Queen of Cards can also be found here. If you want to change card rules in the area or just play her to get lots and lots of common cards, she's the one to talk to.

5. Central Balamb
There is a Thunder draw point here. Walk into the door just to the left of the man who is always sitting there to get to a weapon upgrading shop.

8. Inn
You can challenge the man who is always standing here to a card game eventually, but not until Balamb has been blockaded. Defeat him to get Pandora Card

13. Inn Room
There is an issue of Timber Maniacs to the right of the Save Point. Examine the area to read it.

and official induction into the SeeD mercenary organization. After you've each been presented with an official evaluation and everyone else has left, walk up to Cid and talk to him. He'll give you a battle meter that you can use to check out your progress. To see your battle meter progress report, go to the Main menu and select Tutorial. Go to the Information section, and then the second Information section.

Head back to the elevator and enter it. You will exit at the 2F Walkway. Here Zell and Selphie will be prancing about like giddy schoolchildren. If you try to go back into the elevator, Zell reminds you that you have to go back to the classroom and make a speech. Head out to the 2F Hall and you will be confronted by Seifer, his friends, and a bunch of nervous students. Seifer breaks the tension by clapping for you and the scene fades to black.

You will find yourself in your dorm room. Selphie is there in her new SeeD uniform, telling you to get changed. Go into your room and do so by examining the bed. Walk out and talk to Selphie. The scene fades, and you'll find yourself at a party. After taking a champagne glass and ignoring Selphie and Zell, you'll be greeted by a truly impressive FMV in which Squall is dragged out onto the dance floor by the attractive woman from the intro. Shortly after the awkward Squall learns how to dance like a pro, she spots someone and ditches our confused hero.

The movie ends and we find Squall standing out on a balcony. Quistis shows up, has a brief conversation, and tells Squall that she has a final order for him. She tells him to get changed into his casual clothes and meet her at the Training Center so they can talk at a secret place where students go after curfew. Exit the balcony and you will find yourself in your dorm room.

The Secret Spot

MAP 01 – 7 6 11 10 17 23 24 29 36 37 42

Training Center Monsters

Grat & T-Rexaur

Change your clothes and head over to the Training Center. You will meet Quistis in the Training Center Hallway. Here she will give you a tutorial on how to junction status effect magic to your GF. If you take her advice and decide to go hack up a T-Rexaur, be sure and stock up on 100 Sleep spells from a Grat.

Once you get to Training Center B, go through the brightly lit door that you couldn't go through before and you'll find yourself outside. Quistis attempts to talk to Squall about her problems, and being the archetypal dour hero of Square Soft, he blows her off. Squall exits the scene and you'll find yourself out in the Training Center once again with Quistis in tow. Before going anywhere, make sure you're prepared to draw some good magic and fight a boss.

Head over to Training Center A and you will see that mysterious woman who recognized you in the infirmary being attacked by a giant insectoid monster. She calls out to Squall and Quistis by name and asks them to help her. Squall is not so bitter as to leave someone at the mercy of a giant bug and combat begins.

Boss Battle:
GRANALDO & 3 RALDO

This is another easy boss. The 3 Raldo serve no purpose except to be dropped on your head by Granaldo. If Granaldo is killed, however, they will begin to attack you with a weak physical attack. Draw/Cast Sleep from Granaldo to knock it unconscious. This will incapacitate Granaldo without inciting the Raldos into combat. Granaldo has Shell spells. Draw 100 of them. Whenever Granaldo wakes up, hit it with Sleep again. Eventually, most enemies seem to build up a resistance to Sleep spells the more you use them in one battle. If you just can't seem to put Granaldo to sleep, Draw/Cast Protect from the Raldos on Squall and Quistis and tough it out for a few rounds. Eventually, the resistance seems to wear off, so start using Sleep again after Granaldo has had a chance to get a few hits in. Once you're done getting all of Granaldo's Shells, suck 100 Protects from the Raldos. Once you've collected all the magic you need. Continue to try and keep Granaldo asleep while killing off the Raldos. They won't even counterattack as long as Granaldo is still alive. Once all 3 have been killed, hit Granaldo with everything you've got and the bug will go down in no time.

Once Granaldo has been defeated, two of the mystery woman's attendants show up and escort her out of the Training Center before you have a chance to talk to her. Quistis does not recognize the woman either. Exit the Training Center. Quistis follows you out to the hallway and tells you that Cid will be giving you orders for your first mission out near the front gate tomorrow morning. Head back to your dorm room. In the Dormitory Hallway, Zell tells you that you have a new single bedroom. Go to the end of the hall and you will find yourself in your new room. Go up to the desk in the corner behind the Save Point and examine it to find the new April issue of Weapons Monthly. Go to sleep.

Chapter 2
Plight of the Forgotten

The First Mission

When you wake up, head down to the lobby and out to Front Gate Hallway B. Here you will meet up with Cid and a member of the faceless faculty. After some brief silliness with Zell and a hoverboard, Cid and the faculty member will brief you on your next mission. You are to support a resistance faction that is fighting for independence from Galbadia in the town of Timber. After they finish talking, be sure and talk to Cid before you leave since he gives you a Cursed Lamp. Be wary about using this item, as it will unleash a new Guardian Force called Diablos that can wreak havoc on the unprepared. The second you get outside, junction your characters to the teeth, save your game, and try your hand at Diablos by selecting Cursed Lamp from the item menu and pressing ✖.

Boss Battle:

DIABLOS (GF)

There is an excellent trick for defeating Diablos. When you draw Demis from him and then cast them on him, he'll cast Curaga on whichever character hit him with Demis. This powerful spell will completely heal any character in your party. Keep in mind that the Demis you cast have to be in stock. You can't just do a Draw/Cast in order to get healed. Since Demi and Gravija knock off a certain set percentage of Hit Points, Diablos will never be able to kill you with those spells alone (unless you let your Hit Points drop down to one). When your Hit Points are lower than 300, he'll have to use a physical attack to take you out. Compensate for this by blinding him if you can. This is difficult, but really pays off in critical situations. Use Double to cast the Blind spell twice if you have to, but usually, a status junction with 100 Blind spells will do the trick. Keep on using Demis until Diablos is down to around 400 HP. Summoning a GF should take care of the rest. Make sure at least one of your companions is junctioned to the Item ability, so you can use Phoenix Down in an emergency. Hopefully you'll defeat Diablos with a few Demis to spare. Just using a couple of these on bosses does some serious damage, and it will be quite some time before you have the opportunity to draw this powerful spell again.

New Guardian Force

Diablos is a powerful GF with a number of unusual options. One of the first abilities you may want to learn is the Time Mag–RF, as it will allow you to refine even common items into extremely powerful spells.

Card Strategy

Defeating Diablos will award the Diablos card. He makes an excellent replacement for Tonberry King in your regular hand.

Head over to Balamb Town after you're done with Diablos. Here, you can take the train to Timber. Before you go, you may want to upgrade Squall and Zell's weapons at the weapons store in central Balamb (Map 04 – 5). If you don't have the parts, use Quetzalcoatl's Card Mod skill to get what you need. Squall's Shear Trigger requires a Steel Pipe and 4 Screws. Use a Geezard card for the Screws and an Elastoid card for the Pipe. Zell's Maverick requires a Dragon Fin and a Spider Web. Check your inventory for Spider Web, as Caterchipilar frequently gives this item to you after you fight it. If you have no Spider Webs use Card Mod on a Caterchipilar card and a Grendel card for Dragon Fin.

Limit Breaker Tip

Use Card Mod on the Gesper, Gayla, Creeps, and Fastitocalon cards and you will receive Black Hole, Mystery Fluid, and a Water Crystal. Use these items to teach Quistis the new Limit Break skills: Degenerator, Acid, Electrocute, and Aqua Breath.

Special Note

Before you leave town, make sure you have at least one Phoenix Down on you and try to hold onto it for a while. Don't ask why, just do it. You'll thank us later.

After you've acquired Diablos, stocked up on cards, and upgraded your weapons, head over to the Train Station Entrance and attempt to walk into the station. The conductor will offer to sell you a ticket for 3,000 Gil. Pay for it and enter the station. Enter the train by taking the small set of stairs next to it. There will be some brief conversation, and Squall will use the ticket to open the door leading into the cabin area of the train. Talk to Zell and Selphie and then follow Zell into the cabin.

Approach Zell and he'll start talking again. He'll give you the first issue of Pet Pals. Shortly after a brief dialogue about Timber, Selphie walks in and says that she isn't feeling too well. She passes out and eventually Squall and Zell follow. At this point, the game gets weird. You will find yourself in control of three completely new characters dressed in Galbadian uniforms.

New Party Members

LAGUNA, KIROS, & WARD

Enter Laguna Loire, Ward, and Kiros. Check out your junction menus. All of the GFs and magic junctions from your old party have carried over to the new one. Ward will be using Selphie's settings, Laguna uses Squall's, and Kiros takes on all of Zell's junctions and magic.

Map 05 - Timber Forest

Again, this is a really simple map but there are couple Draw Points worth noting. Just follow the path and fight the monsters and you won't have any trouble.

2. Timber Woods B
There is a Draw Point for Cure spells right in the middle of the path.

6. Timber Woods F
There is Water Draw Point right next to where Laguna is standing in the picture.

1. Timber Woods A
2. Timber Woods B
3. Timber Woods C
4. Timber Woods D
5. Timber Woods E
6. Timber Woods F

Timber Forest Monsters
Funguar & Geezard

This first area is a relatively simple one. Just keep on following the path until you get to a car. Examine the car and Laguna's party will return to the capital of Galbadia, Deling City.

Laguna and friends drive in to Deling and park their car in the middle of the street. If you're ready to move on with the plot, head to the right. If you would like to collect a powerful new spell type, head North for a brief detour. Go up the street to Deling Gate. Once you are under the gate, search for the secret door on the right wall near the upper right corner. Enter and go down the ladder. You can go up the ladder but there is nothing to do there.

Special Note

For a complete map of Deling, see page 74. The only difference between the two visits is that Laguna's party is blocked off from most areas.

Deling Sewer System Monsters
Creeps

You will find yourself in the Deling Sewer System. Cross the bridge and head down two screens. You will now be in a cramped spot with little space to move in. Just move around in circles here until you get attacked by a new creature called Creeps. These creatures aren't too dangerous and they carry Life spells. Put a Creeps to sleep and Draw 100 Life spells for each party member. Don't worry. When you return to Squall and friends, the spells will carry over. Life spells allow you to revive party members who have been knocked out and will add massive amounts of Hit Points when junctioned to HP.

Once you're done acquiring Life spells, head back to where you parked and take a right. Continue up the street and the next area will be Galbadia Hotel. Enter the Hotel. Check into the Hotel to regain health and head for the stairs on the right. You will find yourself in a piano bar. Talk to the waitress in the middle of the room. For an unusual scene, select the gray text at the bottom. This appears to be Squall talking inside Laguna's head. Continue talking until the waitress freaks out. Talk to the waitress again and select the second option.

After what appears to be a conversation between Squall and his party, Laguna and company sit down. Shortly afterwards, the object of Laguna's affection, Julia, shows up and begins playing piano. Laguna's friends egg him on to go talk to the pianist and you regain control of Laguna. Be brave for Laguna and walk towards the piano. Watch the awkward scene unfold. Once you regain control of Laguna, walk back to the table and his friends will talk to him for a while. Suddenly his friends desert him and Julia sits down to talk to Laguna.

After a short conversation, Julia invites Laguna up to her room as it is difficult to find privacy downstairs. Julia leaves and you will once again regain control of Laguna. Talk to people in the bar for fun and then run upstairs to the Hotel Lobby.

Talk to the Receptionist and select the first option. She will take you to Julia's room. Julia tells Laguna to have a seat. He tries sitting on the bed and the chair and then gets up again. Walk Laguna back to Julia and talk to her. As his friends predicted, Laguna will talk too much. When he realizes what he's doing, you will regain control. Talk to Julia again. The two start getting along, when suddenly someone out in the hallway tells Laguna that they have new orders and have to leave immediately. Julia and Laguna part and the scene fades.

The Forest Owls

Suddenly you will find yourself back on the train headed for Timber. Selphie will talk about the cool dream she had, and the party will realize that there is something very unusual going on. After the conversation is over, everyone leaves the cabin and a real-time cutscene shows the train heading toward Timber.

You will exit the train at Timber Station. Talk to the man in the blue cap and yellow vest. Choose the proper code response, "But the Owls are still around," and he will guide you to the headquarters of the Forest Owls. Follow him to the next screen and then up to the platform. A yellow train arrives. The party hops on and the train takes off.

Here, a blue-shirted man named Zone will attempt to greet Squall, who responds in his usual manner. He introduces the

man in the yellow shirt as Watts. Zone will ask Squall to go wake up "the Princess." Squall grudgingly accepts and you regain control of him.

Run up the stairs and through the door. You can take a left in this hallway and talk to more of the Timber Owls' surprisingly slack team. When you're done, head further down the hallway to the next screen. Take a left and you will meet someone familiar.

New Party Member

RINOA HEARTILLY

The woman wakes up and gives Squall a hug. She recognizes him from the dance at Balamb Garden. When you're in control of Squall again, talk to the woman. She will ask if Seifer is with the group and then introduce herself as Rinoa. Notice that she is the first person Squall actually accepts a handshake from. After a brief conversation about the party and a pathetic excuse on Squall's part, Rinoa's dog shows up. She introduces him as Angelo. Angelo is the basis for all of Rinoa's Limit Breaks. After a brief tutorial on the Angelo Limit Breaks, Rinoa runs back to the rest of the group. Be sure to check Rinoa's status screen frequently to make sure a new trick is selected, or Angelo won't learn new Limit Breaks from walking.

Head to the back of the train where you left your companions. Squall will introduce Rinoa to Zell and Selphie. Rinoa will ask everyone to follow her through the door that Watts was blocking previously. After everyone walks into the room, follow them.

You will find yourself in the Forest Owls' planning room. After a short discussion Rinoa, Zone, and Watts will fill you in on their hare-brained scheme. Vinzer Deling, the President of Galbadia, will be arriving shortly by train. The Forest Owls' plan is to kidnap him by conducting a complex train swapping operation. Ignore the physics of the entire situation as it will just confuse you. Also, don't be intimidated by this really complex-sounding plan.

All you really need to know how to do is input the codes and you'll be fine. If you want, you can get a recap on any of the specific details about the mission by asking Rinoa to, "Explain it again." Otherwise, say "Yes," and Rinoa will attempt to put a party together. Unfortunately, of her two stalwart agents, Watts is too busy "collecting data" and Zone has developed another one of his mysterious stomach aches. After Rinoa leaves, you can read the bulletin board to the upper left for more background on the situation between Galbadia and Timber.

Card Strategy

Before you set off on the mission, save your game, and challenge Watts to a card game. He has the Angelo card.

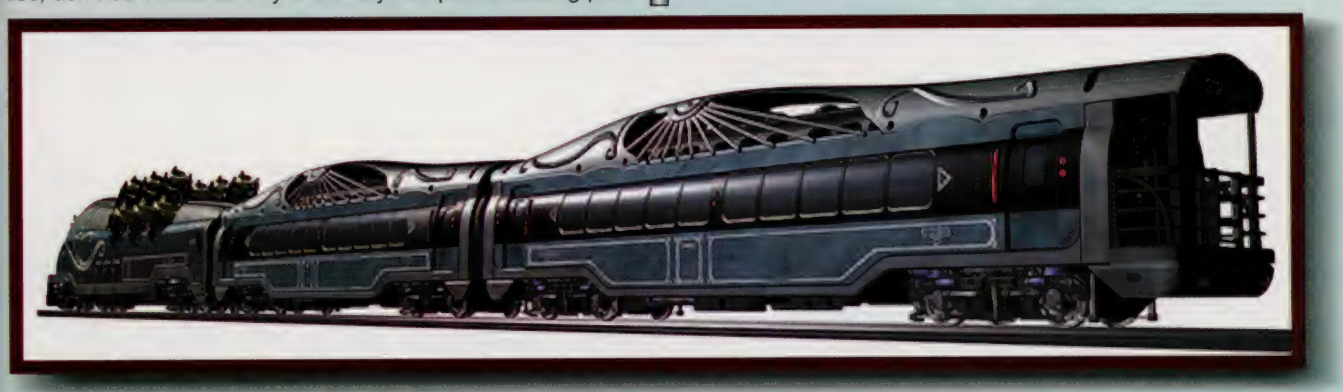
Limit Breaker Tip

Head back to Rinoa's Room. Her bed has been folded back into a couch. Search the couch for Pet Pals Volume 2.

If you want, you can see the replacement dummy they're going to use for Deling in the room up the stairs and to the left before going on the mission. Once you've prepped your party, go out to the back room and talk to Watts. Be sure to save your game before you leave. Succeeding in this mission on the first try will earn you a bonus SeeD level. Tell him you're ready to leave and the mission will begin.

The mission starts on the top of the fake Presidential car. Don't worry about guards until you jump over to the next train car. The second you hit the next car, don't bother with the sensors, just run straight across. If you do stop for the sound sensor, the guards will get confused and realize that they have faulty equipment. Hmm... suspicious.

Cross Deling's personal car until you get to the next blue car. This is the first area you will have to input codes. Fortunately, Selphie and Zell will be keeping an eye on the guards inside the car for you. Press down on the d-pad to slide down to the key pad and start inputting codes. The moment Zell or Selphie warns you of trouble, press up on the d-pad to go back up.



Once you've inputted all three codes, follow Rinoa back over to the first security car. You will be interrupted by a brief FMV of the Presidential car separating from the rest of the train. This time you will be inputting five codes, and you won't have Zell or Selphie to keep an eye on the guards for you. After inputting each code, be sure to use R1 to look over to the right. If the guards start heading your way, go up to the top of the train and wait for them to head back to the right. Input all five codes and the mission will be completed. Follow Rinoa back to the Presidential car, and an FMV will depict the rest of the swapping operation.

If you beat the operation on the first try, Watts will compliment you and you will earn a new SeeD level. Rinoa will once again attempt to put a party together when her people run off with stomach problems and fact-finding missions. Equip your party members and make sure at least one of them can use items. It would also be a good idea to status junction some Silence spells into at least one character's defense using Siren. Tell Rinoa you're ready to leave and the scene will fade.

In the President's car, Rinoa tells President Deling that if he doesn't resist, he won't get hurt. The "President" starts acting really spooky, and it turns out that he's just some kind of bizarre body double. Galbadia has set a trap for the Resistance. Combat begins. At first, the Fake President seems like a relatively easy boss. If you're short on Cure spells and health, now would be a good time to stock up. Just hit him with a few physical attacks and he'll keel over. Unfortunately, this isn't the real battle.

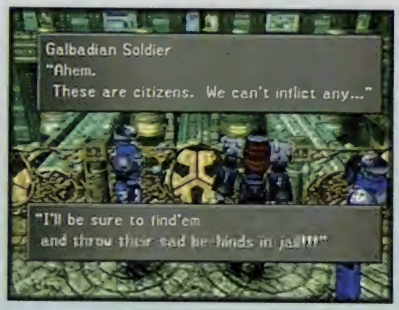
Boss Battle:

GEROGERO

After you defeat the Fake President, he mutates into a hideous bio-engineered monstrosity called Gerogero. This beast is capable of magic, status attacks, hefty physical attacks, and a nasty spewing attack in which he inflicts multiple status abnormalities on one of your characters. Fortunately, this is all completely irrelevant, because all it takes is one Phoenix Down to eliminate Gerogero. If you want to stock up on the Berserk and Zombie spells that he has, you may want to fight it out for a while, but it won't be too long before you can get these spells from less challenging creatures. The second you run into trouble, just send a Phoenix Down his way and the battle will be over. Aren't you glad we told you to hold on to that extra Phoenix Down?

After the battle with Gerogero, you will be discussing the current situation in the planning room with Rinoa, Watts, and Zone. Watts has actually made good on his usual excuse and found out the reason why President Deling is in Timber. Timber has the only television station that can receive radio waves from the Dollet comm tower and broadcast them as TV signals. It appears that there is something that Galbadia wants to transmit to the entire world. The Forest Owls come up with the bright idea of attempting to use the TV station to declare Timber's independence, and so they commence a planning session on the floor. Talk to Selphie and Zell. Selphie suggests that it might be a good idea to find out the details of Balamb Garden's contract with Timber. Upon talking to Rinoa, you discover that the contract does not expire until Timber has achieved independence.

Rinoa, having put together a plan in about two minutes, once again attempts to form a party and the usual happens. Now that Rinoa is a member of your party, you will have to decide whether to take Selphie or Zell along. Once you've selected your party member, be sure to junction exchange Rinoa with the character you left behind. This will give her all of that character's GFs and spells.



Exit the planning room and talk to Watts. When the option comes up, tell Watts that you're ready to leave and the train will head back to Timber. A humorous scene follows in which a Galbadian officer attempts to control his troops who are bent on finding you.

The train arrives in Timber, and Watts tells you to look for the TV station behind the Timber Maniacs' building. After Watts dashes off to catch the train, you will have control of your party again.

Timber Monsters

G-Soldier & G-Elite

Limit Breaker Tip

Move toward the Timber Station in the distance. Head over to the pet shop just left of the stairs leading up to Timber Station. Purchase Pet Pals Volumes 2 & 3 there. Note: You do have to actually read the magazines by selecting them at the items menu in order for Rinoa to teach Angelo new tricks.

If you have plenty of cash to spare, you may want to consider picking up a few Pet Houses at the Pet Shop, as these will return full HP to all of your GFs. The souvenir shop to the right of the Timber Station stairs is worth checking out for humor value and a hint about Zone.

Go back to the area where you got off the train. If you want to explore the city for a while, go down and you will come to a bridge that overlooks all of the railroad tracks. Head right and you will find a weapon shop and an inn that is not accessible right now. Head South to get into a confrontation with some abusive Elite soldiers. When you return to the bridge, talk to the man who is standing there. He speaks nervously to Rinoa. Talk to him again and he'll give the party a free potion and run away. By leaving the screen and then returning, you can repeat the process and get as many free potions as you want. Of course, potions aren't worth much at this stage of the game.

Map 06 - Timber, The Subtle Plan

Timber is a medium sized town with a few shops, Draw Points, and items worth noting. There are four different trains running through this town, but you won't be able use any of them until you've completed Chapter 2.

1. TV Station A
2. Catwalk
3. Stairs B
4. Stairs A
5. Back Alley
6. TV Station B
7. Timber Station
8. Fox House A
9. Fox House B
10. Pub
11. Bridge
12. Galbadia Platform
13. Timber A
14. Timber B
15. Timber C
16. Timber D
17. Timber Maniacs B
18. Timber Maniacs A
19. Folding Bridge
20. Old Man's House
21. Timber E
22. Timber Hotel
23. Timber Maniacs C
24. Eastern Platform

5. Back Alley – There is a Save Point and a Scan Draw Point in plain sight.

7. Timber Station – To the left of the stairs, there is a pet shop. You can buy a number of useful items for your GFs here and Volumes 3 & 4 of Pet Pals for Rinoa's Limit Breakers. When it's running, the train at the top of the stairs will take you back to Balamb Garden.

9. Fox House B – You can look out the window here to see the back alley you need to find in order to go to the TV Station.

11. Bridge – Keep on talking to the man who has a crush on Rinoa twice and he'll give you a free potion. You can leave the screen and then come back to repeat the process as many times as you want.

12. Galbadia Platform – When it's running, you can take a train to Deling and other locations from this platform.

15. Timber C – Talk to the woman in the booth on the left to buy items. There is a Cure Draw Point to the upper right. When it runs, the train on the right will take you out to the Desert.

16. Timber D – Timber's Weapon Shop is to the left of the Hotel.

17. Timber Maniacs B – There is a hidden Blizzaga Draw Point behind the counter of this room.

18. Timber Maniacs A – This one's important if you want all the cards. Do not leave town until you've picked up "The Girl Next Door" from one of the stacks of magazines.

19. Folding Bridge – There is a Save Point here.

20. Old Man's House – If you're hurting pretty badly, drink from the old man's faucet to get some fresh Owl Tears spring water. This will bring you to full health.

22. Timber Hotel – You won't be able to spend the night here until after Chapter 2, but there is a Save Point here.

23. Timber Maniacs C – Don't talk to the man in back. It's really irritating.

24. Eastern Platform – The train here will take you to Galbadia Garden and Dollet.

In order to get to Timber Maniacs, go back to the train platform with the Galbadia sign and head right. Walk into Timber Maniacs. Search the stacks of magazines in the front room to find a copy of Girl Next Door. If you go to Timber Maniacs C, you can find another copy of Timber Maniacs magazine. Timber Maniacs A has a hidden Blizzaga Draw Point.

The house to the right contains a few humorous situations that will give you all the hints you need to find your way to the TV station. If you don't want to bother with it, just keep heading to the right, and go down the stairs. You will get into a fight with two soldiers and receive the Buel card. Walk into the pub. A drunken wastrel is blocking the back door. There are two ways you can get him to move. Talk to him and give him the Buel card, and he'll be so grateful he'll give you back the Buel card and a Tonberry card on top of that and then move out of the way. You can also choose to observe him and see what kind of label is on the bottle he's drinking from. If it's red, go to the waitress by the bar and get a bottle of Krakka. If green, get Reagan. If it's yellow, get Sylkis. Buying him a drink will get you a Forbidden card and he'll get out of the way.

Go out the back door and run to the left. Walk up the stairs until you get to the giant TV screen. A conversation will begin and then Watts will make an appearance to tell you that there are too many guards. Shortly afterwards, Rinoa eggs Squall into speaking his mind about the Forest Owls (it doesn't matter which choice you make). Rinoa decides to cancel the plan and runs off. Fortunately the party member you left behind just happens to come up the stairs at that moment and the broadcast begins.

President Deling shows up and tells the world that he can end all war. To settle differences with other nations he has made the Sorceress his ambassador. On this final note, Seifer busts into the TV studio, knocks out a large group of guards, and seizes the President. Quistis runs in and asks the Timber Team (you) to help out. Go up the stairs to the left and run forward until you're inside the TV station.

Here Seifer is holding the President at gunblade-point. Zell suddenly freaks out and lets it slip that the whole group is from Garden. Deling promises that the Galbadian military will crush Garden should anything happen to him. Seifer backs out of the room and Quistis follows. Go after her.

In the next scene, the Sorceress makes her first appearance in the game. Apparently, her magic works best on angry minds, and Seifer is charmed into following her through a gate in the shadows. Deling makes a run for it. Rinoa shows up and asks what happened to Seifer. Squall answers and everyone leaves.

You'll find yourself outside the TV studio once again. Go back down the stairs. As you head down the stairs by the large TV monitor, Rinoa will stop and tell you that the Forest Owls' base has been found and completely destroyed. All of the Owls escaped because, as Rinoa tells you, they are good at running away. At the bottom of the stairs, Rinoa and Quistis are waiting for you. Just walk up to them and a conversation will begin. Rinoa asks you take her to a safe place and runs off. Follow her to the pub, where the wife of the bartender will tell you to hide out in the house next to Timber Maniacs.

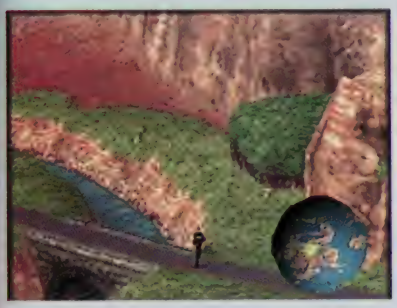
Run back to that house and go inside. The woman tells you she'll keep an eye out for trouble. Rinoa will talk to you for a little bit and time passes. More conversation happens and there is a knock at the door. A Galbadian soldier is checking out the house. The daughter of the family runs downstairs and tells you go upstairs.

Everyone runs upstairs. Talk to Quistis and she'll tell you how Seifer escaped from the Garden detention area. Talk to her again and a conversation will ensue. The woman who talked to you in the pub returns and tells you that it's safe to leave. Follow everybody downstairs and attempt to leave the building. Quistis will remind you of Garden protocol and your next goal will be to get to Galbadia Garden. You will have another opportunity to change party members. It's recommended that you pick Quistis and Selphie for your party as these characters will be the next ones to take part in the Laguna Loire experience. Before you leave, the bartender's wife will give you a potion, a Phoenix Down, one soft, an antidote, and a remedy.

Walk outside and you will see a Galbadian soldier standing in front of Timber Maniacs. Talk to him and you will discover that it's Watts in disguise. A conversation will follow, and Rinoa and whoever you didn't take as a party member will run off to the right. Here, you will meet Zone in disguise. He has purchased tickets for you. Zone graciously gives up his ticket for Quistis, and then promptly has a stomach ache when she tries to argue. Follow Rinoa over to the train area. If you enter the house up the stairs on the left, you can get 500 Gil by searching the cupboard on the back wall. Just keep examining it until you get the money. Cross the bridge and head down to get to the train. Board it.

After you open the door for the hyperactive Selphie, talk to Rinoa. Next, go through the door that Selphie went through and talk to her. Go back to the previous room and talk to Zell. Choose the "Leave him alone" option, and you will get an external view of the train traveling to the vicinity of Galbadia Garden. The train stops and you will be asked if you want to get off. Say "Yes" and your escape from Timber will be complete.

Chapter 3
The True Threat



Once you've gotten off the train, cross the bridge going North and take an immediate left over to the forest.

Galbadia Overland Monsters

Everywhere: Geezard

Forests: Funguar, Cockatrice, & Wendigo

Grassy Plains: Funguar & Thrustaevis

Barren Plains: Belhemel & Blood Soul

Power-Up Tip

You may want to spend some time picking up new spells from monsters on the overland terrain, but be wary, as Geezards are the only source of healing spells in the land. If you've been powering-up regularly, you may start coming across monsters that are Level 20 and above. These will have more powerful versions of their old spells and sometimes new ones. If you come across these, be sure to collect anything new you can get your hands on. Search the plains for the Thrustaevis to get Float spells. The Wendigo in the forests have the Berserk spell.

Before going into the forest, make sure Squall, Quisty, and Selphie are fully equipped with magic and GFs. Once you've entered the forest, a conversation will begin between the five companions. Suddenly Squall, Quistis, and Selphie all pass out and have their second experience with Laguna Loire and company.

Centra Monsters

Everywhere: Esthar Soldier & Cyborg Esthar Soldier

Crystal Tunnels: Gesper

CentraCB Area (See Map 07): Elastoid

Last Patrol

As usual, Laguna appears to be lost, or rather, at the right place but without the proper map. Move toward the upper left. On the next screen you will be attacked by two groups of Esthar soldiers. There are multiple routes you can take from here to get to the end of this Laguna experience. We'll describe the shortest path first.

Short Route

MAP 07 - ❶ ❷ ❻ ⓫ ⓰ ⓭ ⓱ ⓮ ❾ ❿

Run down the walkway and take the part that branches off to the right. There is a ladder at the end. You will automatically get on the ladder. Hold down on the analog or d-pad to get down to the next area. Run down the walkway to the next screen. Go forward and take a left into the strange crystal tunnel.

On the next screen take the path that moves straight ahead right after you get out the door. Take a right in the next area and you'll be in a strange underground forest. Keep on moving to the right. On the screen after that, follow the path to a set of stairs and climb them. You will find yourself in another crystal tunnel.

Take the tunnel that leads straight ahead to a ladder. This will put you outside on a cliff overlooking the sea. Walk toward the cliff and you will be attacked by a succession of Esthar soldiers. The last fight will be against two of the black-armored Cyborg Esthar soldiers. After you defeat these two, the remaining Cyborg Esthar

This is the first dungeon area in the game that actually has more than one path to take to the end. Essentially there are two ways through Centra, the quick way and the fun way. To help you pick your route, we've got all the details.

1. Centra Outside
2. Centra Entrance
3. Centra AA
4. Centra CB
5. Centra CC
6. Centra BA
7. Centra AB
8. Centra CA
9. Centra Junction C
10. Cliff
11. Centra BB
12. Centra AC
13. Centra Junction B
14. Centra DB
15. Centra AD
16. Centra Junction A
17. Centra DA

2. Centra Entrance
There is a Sleep Draw Point here.

3. Centra AA
Take the walkway that branches off to the right to get to a Confuse Draw Point.

4. Centra CB
This is the only area where you will be attacked by Elastoids. Elastoids have Dispel magic. The only other place you'll get Dispel before moving on to Disc 2 is from the final boss of Disc 1.

5. Centra CC
After you push the boulder out of the way and smoosh some Esthar soldiers that were hiding behind it, a Cure Draw Point is revealed.

8. Centra CA
To cause further mayhem for those Esthar soldiers, hit the red switch first, then the blue.

9. Centra Junction C
There is a Save Point here.

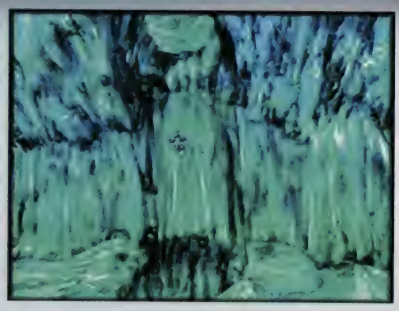
12. Centra AC
Examine the right hand corner of the panel in the middle. Choose to loosen the handle and the first Esthar soldier to run over it will fall through.

will make a last ditch attack that reduces Kiros and Ward to one Hit Point each. After the battle, Laguna saves his friends by pushing them off the cliff and then himself falling off. Yes, we fail to see the logic too. Just watch the scene and enjoy it.

The Long (Fun) Route

MAP 07 –
1 2 3 7 12 15 16 13 8 4 5 9 10

To do all the cool stuff you can in this dungeon, stay on the walkway and avoid the part that branches to the right. Move forward and you will get to the next screen. Move forward until you get to a ladder. Get on it and go down. Walk down the path and take a right. Continue moving right until you get to the second of three panels. When you walk over it, something squeaks. Examine the upper right-hand corner of the panel and choose to loosen the latch. Walk on to the right and a hapless Esthar soldier will run across it and fall through the trap door. Before messing with the boulders and the detonator in the next areas, attempt to loosen the latches on the other two doors and Laguna's companions will berate him for his lack of foresight. Doing this however, will cause the doors to pop open when you set of the detanator in the next section and will allow you to get to some goodies in Chapter 6.



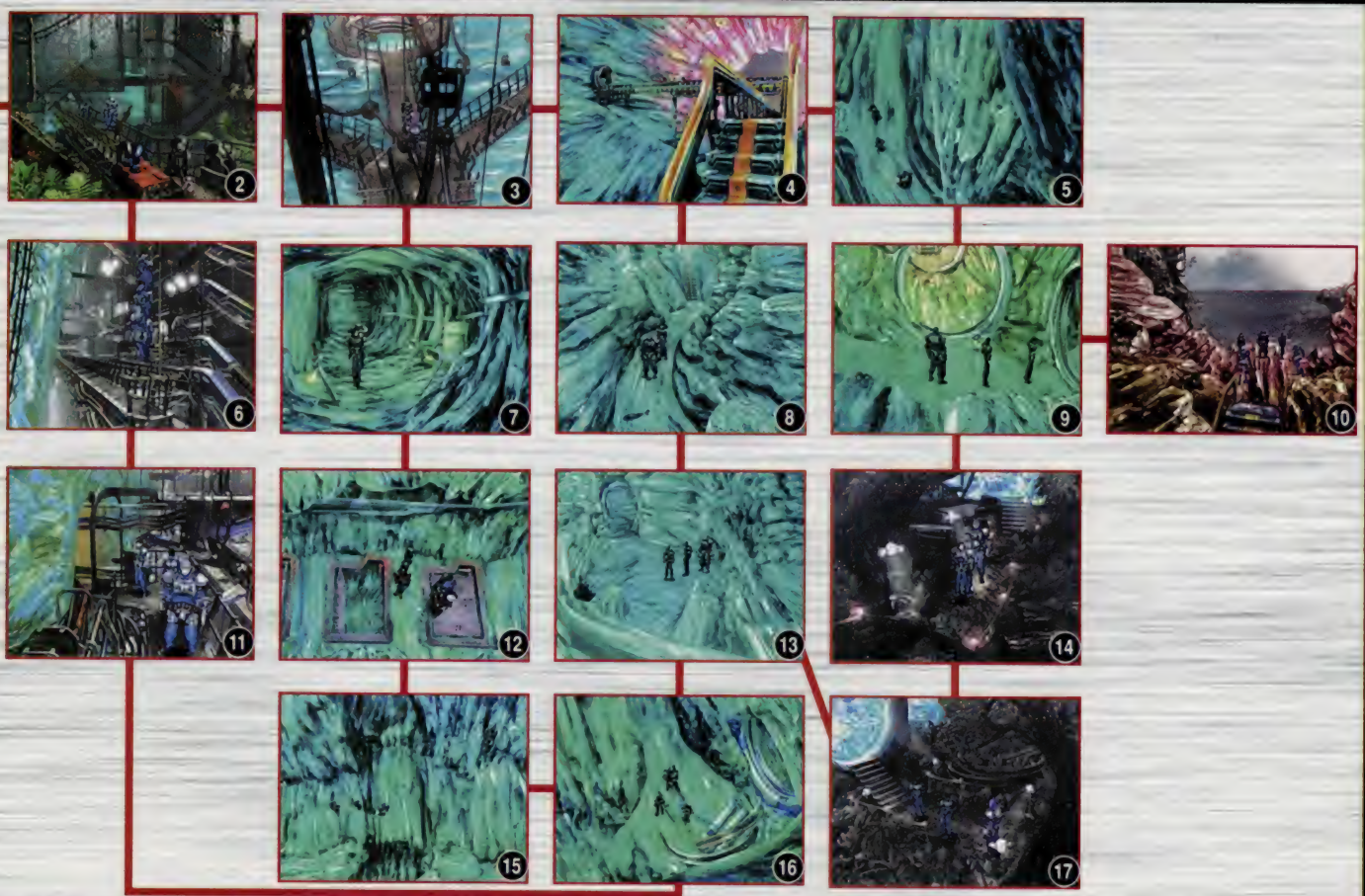
Continue moving right on the next screen and then move up on the screen after that. Head to the upper left. In the next area, Laguna will run into a detonator. Hit the red switch first and then the blue one to cause further havoc and mayhem for Esthar soldiers. Walk up to the next area.

In this colorful place, you will occasionally run into Elastoids. Be sure to draw a full complement of Dispel spells from them and use Diablos' Mug ability to get Laser Cannons. Follow the stairs and walk up and to the left.

On the next screen, walk forward until you get to a boulder. Examine it and Laguna will push it through the wall and into a tunnel where more unfortunate Esthar soldiers were hiding. This will reveal a Cure Draw Point.

Continue forward and you will get to another area with two choices. Move forward into the tunnel with a ladder and you will find yourself outside on a cliff. Head to the edge of the cliff and you will run into the exact same situation as the short route, only you won't fight quite so many Esthar soldiers this time.

Map 07 - Centra Excavation Site



Map 08 - First Trip to Galbadia Garden

Galbadia Garden is roughly the same size as Balamb Garden, but you won't be able to go to a lot of the areas at this point. There are a lot of jocks here, but cast aside your prejudice to find a few Draw Points and card games of note.

2. Elevator – Don't bother looking for a pass key. That comes later.

4. 2F Loop – There is a Save Point on the lower side of the loop.

5. Auditorium – There is a Double Draw Point here.

7. Forward Wing A – When you see people doing push-ups in this area, talk to the person on the opposite end of Zell for some good ol' fashioned mysogonistic humor.

9. Right Classroom – Save your game and play the female student in this room to get all but one of the level six cards. Be careful. The rules should be getting pretty crazy at this point.

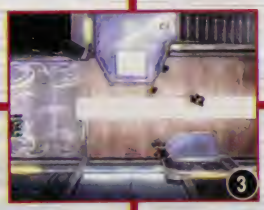
10. Forward Wing C – There is a Shell Draw Point in this area.

12. Central Area – There is a hidden Haste Draw Point in the glowing symbol in the middle of this area. There is also a Save Point to the lower right.

14. Forward Wing D – Too far to walk for another Save Point.

17. Skating Rink – Don't bother trying to get to the Draw Point. That also comes later.

20. Locker Room – If you didn't think the card game rules were messy enough already, play the Trabian Garden transfer student for a while to throw some new rules into the loop. There is also a Life Draw Point in the far corner.



1. Reception Area
2. Elevator
3. 2F Hall
4. 2F Loop
5. Auditorium
6. Forward Wing B
7. Forward Wing A
8. Forward Entrance
9. Right Classroom
10. Forward Wing C
11. Left Wing A
12. Central Area
13. Right Wing A
14. Forward Wing D
15. Left Classroom
16. Entrance Section B
17. Skating Rink
18. Entrance
19. Entrance Section A
20. Locker Room

Meanwhile...

You will now wake up to your original party back in the Galbadian forest. The characters will talk about the latest Laguna experience for a short period of time, and the scene will fade to the other side of the forest on the world map. Run Northwest and you will run smack dab into Galbadia Garden. A cutscene showing Galbadia Garden's trademark flying suits will kick in and will end with your party standing at the entrance of Galbadia Garden.

Getting to the Reception Area

MAP 08 – 18 19 16 12 8 7 3 1

Move forward through the next two screens. Quistis will wander off to talk to the Headmaster of the school. Move forward to the next screen and a loudspeaker announcement will ask you to go to the 2F Reception Lounge. Move straight across this central area to the corridor on the other side. There is a Haste Draw Point hidden within the symbol on the floor. Go up the stairs on the right, and you'll find yourself standing right next to a door with a guard next to it. This is the Reception Lounge. Walk in.

Talk to Zell and Quistis will walk in. It turns out that Balamb Garden is safe. Seifer's actions have been judged as "independent" and Galbadia has announced his execution. Rinoa does not take this too well. When you have control again, talk to everybody about Seifer. Squall will start thinking about what everyone has been saying. Walk toward the door and he will freak out and run out of the room.

Now you will have a chance to explore the Galbadian Garden. Run down the stairs and then head out to the Forward Entrance. Here you will be stopped by Raijin and Fujin. They have delivered a message from Cid to the Headmaster of Galbadia Garden. Fujin asks about Seifer and you tell her what happened. The two of them run off to try and find out what really happened to Seifer, and an announcement tells you to go to the front gate area. You don't have to go right away. Instead, it's recommended that you play some cards.

Card Strategy

You will be able to play for level six cards in the Right Classroom (Map 08 – 9). Just head down to the central area and go to the right. Enter the room on the right side of the hall and challenge the female student to a game. It would definitely be a good idea to save your game before you challenge this person as she has some powerful cards and the rules are probably a little bit different than the ones you're used to. You should be able to get all but one of the level six cards if you play enough games. If you get your hands on the Elvoret card, you will finally have a decent replacement for the Malboro card. When you're finished, go back to the central area.

Head down a screen and you will meet Quistis at the Entrance Section B area. Talk to her, and then follow her and the rest of your companions out to the front entrance of Galbadia. Talk to Rinoa and the Headmaster will arrive in a Garden car.

Headmaster Martine gives you new orders. You are to attempt an assassination on the Sorceress, who plans to use Galbadia Garden as her own personal base and no doubt plans on ruling the world from there. The orders call for the skills of a sniper. Squall tells Martine that none of his party has that skill, and Martine introduces them to a new character.

New Party Member

IRVINE KINNEAS

A short cutscene depicts a man with hands steady enough for a butterfly to land on. Enter Irvine Kinneas. He's a smooth talkin' desperado, a loner, a stranger, uh... not really, but you'll find out all about that later. Irvine's Limit Breaks are determined by what kind of ammo he has. You will never run out of ammo for his regular attacks, but using Limit Breaks will deplete his supply.

Limit Breaker Tip

Check your Card Modification ability to see what kinds of new ammo you can get your hands on. If you have Ifrit's Refine Ammo ability, you should be able to round out Kinneas' Limit Break repertoire in no time.

After the FMV cutscene, you can talk to your party. For a humorous scene, talk to Selphie. When Kinneas sets up the parties, select the "Yeah, whatever" option. Otherwise, talk to Rinoa and you will get the chance to change your party. When you're done, the scene will fade and you'll be on the overland map. Head due West to get to the Far East Train Station. Go up the stairs, talk to the conductor, and buy a ticket. Walk into the train.

Squall will use his ticket to open the door. Attempt to leave the train and the rest of the party will show up. The train will start moving and Irvine will head up front to go hit on Selphie. Follow him. When Irvine is done talking to Selphie, he'll return to the back of the train car. Follow him back and he'll already be busy hitting on Rinoa. Quistis will yell at him, and Irvine will launch into a monologue about how hard it is to be a loner. The scene will fade and you will get an external view of the train heading to Deling City.

You will arrive in Deling Station. Exit the train departure area and continue to move down toward the escalator. Take the escalator up. When you arrive at the next screen, talk to one of your party members and run forward to the next screen. Talk to the bus stop attendant when a bus arrives. The next bus just happens to be going straight to Caraway Mansion. Talk to the man standing at the entrance right next to the bus stop. Caraway wants to test you before letting you in on his plans to assassinate the Sorceress.

Caraway's guard informs you that you must head off to the Tomb of the Unknown King and find the ID number on a sword that was dropped by a student there. He gives you a map and then offers to sell you hints and a location marker, and will escort you out of

Map 09 - Deling

Once you get used to Deling's wagon wheel format, it becomes a lot easier to remember where locations are. After talking to Caraway's guard, it definitely pays off to wander around for a while. Once you've gotten used to the place, waiting for buses won't even be worth it.

1. Main Street F
Caraway's Mansion is on the right side of the street.

2. Park Path
There is a Draw Point in the middle of the path for Thundara.

7. Gate Street B
You won't be able to enter the building through the secret door until the mission to assassinate Edea begins.

8. Main Street D
Check the doors on the right side of the street for a weapon upgrade shop and an items store.

9. Hotel Room
Look carefully at the beds. Poking out from underneath the middle one is a magazine. Examine it to find yet another issue of Timber Maniacs.

1. Main Street F
2. Park Path
3. Gate Street C
4. Main Street E
5. Caraway Mansion
6. Mansion Entrance
7. Gate Street B
8. Main Street D
9. Hotel Room
10. Main Street G
11. Living Room
12. Gate Street A
13. Main Street C
14. Hotel Lobby
15. Deling Entrance
16. Main Street A
17. Main Street B
18. Hotel Lounge
19. Gate View
20. Escalators
21. Train Station

town if you want him to. Don't bother with the hints as they are expensive and you have a strategy guide right in front of you. Get the location marker if you have plenty of money, but it isn't absolutely necessary. It just makes it easier to find your way back out of the dungeon if you get lost.

Before leaving, you may want to head over to the Deling Shopping Arcade to upgrade whatever weapons you can. When you're ready to leave, go back to Caraway Mansion and have the guard escort you out of town. He'll drop you off right by a car rental place. You may want to rent a car here, but we recommend walking just for the sake of experience and finding more magic. Exit Deling City and go Northeast until you see an entrance at the end of the peninsula. Make sure you have plenty of Float spells for each character before going into the dungeon. You can get them from the Thrustaevis monsters.

When you enter the area outside the tomb, two young Galbadian Garden cadets are running out of the interior. They give you a hint by shouting "Float!" Walk into the tomb. The sword is one screen further up. Examine the sword and you will get the code number you need. Write it down as the number is randomized for every game.

You could go back to Galbadia, but there is a Guardian Force in this dungeon that you can't afford to miss. If you didn't get the location marker, you will want to follow this next set of instructions to the letter.

You can get through most of this dungeon by simply following the right wall. Take a right and follow the next bend to the left. Take another right and follow the bend again. Take a right and move forward one screen. Here you will see a figure standing on a pedestal. Make sure you are all healed up before approaching the figure. Once you go near the "statue," it will attack you.

Boss Battle:

SACRED

This boss isn't too tough if you use the right magic. Start the battle off by Draw/Casting Protect on all of your party members. If Sacred has any spells that you want, you may want to consider drawing a full complement of each. Life is particularly useful for reviving dead party members and enhancing your maximum Hit Point level. If you have already acquired all of Sacred's spells, cast Float on him to remove him from the source of his regenerative powers (the Earth) and pound on him. He'll run away eventually and the platform that he was standing on will rise, rendering new areas of the dungeon accessible.

After defeating Sacred, move back. Then move forward. Notice that your perspective is always changing in the four-way and straight areas. This is why following directions to the letter is important. Take a right and follow the bend to the left. Take another right and follow the bend to the left again. Take a right and move forward. You will end up in a room with a small dam. Go to the right of the dam and examine the wall. The chain holding the dam up will drop and water will start flowing underneath the floor. If you're short on Float spells, be sure to use the Draw Point to the left of the dam.

Head back and move forward one screen. Use the same pattern as before. Head right and follow the bend to the left. Head right again and follow the bend to the left. Take another right and move forward one screen. Here you will find a water wheel. Examine the gears on the wall to the left of the water wheel. Squall will remove an object that is blocking two of the gears. This will cause the wheel to start turning again.

Move back a screen. Move forward. Move forward again. Go right. Take a left. Take another left and you should end up in view of a small structure out in the middle of a pool of water. The reason you had to go through the trouble of opening the dam and making the water wheel turn was to make this area accessible. Prepare your party with whatever new spells you've acquired, heal up, and walk forward into the building. Here, you will have a showdown with Sacred and his "big" brother, Minotaur. Don't be fooled, Minotaur is a much tougher opponent and he regenerates more HP than his bro.

Boss Battle:

THE BROTHERS (SACRED & MINOTAUR)

Start off by Draw/Casting Protect on every member of the party. Next, cast Float on every member of the party and then cast Float on Sacred & Minotaur. Casting Float on your party will render you invulnerable to their most potent attack, the Mad Cow Special. Focus on Minotaur first, as he is the most dangerous of the two. Whenever a Float spell runs out, cast a new one. Just keep on hitting them until they go down. Without their regenerative abilities and Mad Cow Special the Brothers are easy.

New Guardian Force

The Brothers GF will allow you to bring potent Earth powers into play. Just be sure to remember when attacking with Earth that flying creatures are almost always immune. This GF starts at a fairly low level and has really low Hit Points. You may want to start upgrading its Hit Points right away with GFHP+10%.

Card Strategy

You have received the Sacred and Minotaur cards. Minotaur is comparable to the Ifrit card, but you'll definitely want to replace Elnoyle with Sacred in your regular hand.

After you defeat the Brothers, run back two screens and then keep on running forward until you're out of the dungeon. Return to Galbadia. Move forward and take a right and you'll be right next to the bus stop that takes you to Caraway Mansion. Take the bus and get off at the next screen. Talk to the guard. Select "Ready to answer." For some reason he only likes to hear numbers backwards. Enter the number from right to left. Select 0 in the hundreds section if your number was only two digits long. Follow the guard to the mansion.

When you get to the door, Squall will wonder why Balamb and Galbadia Garden are teaming up with the General of the Galbadian army. Rinoa requests that you don't leave her in the house by herself. Enter the Caraway Mansion.

Talk to Rinoa in the living room and she'll get up to go complain. Shortly after Rinoa leaves, General Caraway enters the room and it is revealed that Caraway is Rinoa's father. After a short conversation, Caraway walks outside to give you the details of the plan. Follow him whenever he leaves the screen.

He will detail the plan for you. Pay attention but don't worry too much about it. The sniper team will automatically start out in the right position and we'll guide you through the gate team's misadventure. Before returning to Caraway Mansion, go to the weapons shop in the shopping arcade and see if you can get any new weapons. Once you're finished, head back to Caraway Mansion. Here, the two teams will be determined automatically and you will end up with control of Quistis who is the leader of the gate team. When you attempt to leave, Rinoa will burst through the door and run into Quistis. Rinoa attempts to change the current plan and Quistis gets angry with her and walks out.

Both teams walk out of the mansion following General Caraway. You will have control of Squall. Don't worry about junctioning GFs and magic just yet, as you will be switching between the teams frequently before you get to any combat.

Eventually you will get to the gateway and Caraway will send Quistis' team inside. Follow Caraway to the sniper team site. Suddenly in a fit of major stupidity, Quistis runs away from her post to go back and apologize to Rinoa for snapping at her. Everyone runs over to the next screen. Take a right, go down the path and cross the street to the mansion. Enter the mansion. A scene will play out between Rinoa and her father. Rinoa runs out just before he has a chance to lock her in. Quistis and her party walk into the room just in time to get locked in the room by accident.

The scene will change to Rinoa. Climb up the boxes on the truck to get to the next location. Once you're up on the building, run to the left. Keep on going left until you get to a ladder. Climb it. Take a few steps to the right and climb the area right in front of you. This will put you right behind the Witch. Walk up to Edea and examine the back of her chair. Rinoa will suddenly get into a nasty situation.

A cutscene will kick in depicting Edea in all her glory. She walks outside to greet the crowd. Rinoa appears to be totally out of it. Edea gives a speech condemning the charmed crowd. President Deling walks up to her and attempts to stop her. She grabs him and throws him aside like a cheap suit. On her way back to begin the parade, Edea summons two vicious monsters to finish Rinoa off. Squall and Irvine witness this event but can do nothing because the gates are still closed. The scene switches over to Quistis' team.

Grab one of the glasses from the shelves next to the door. Now walk into the alcove just to the right of the shelves. Examine the statue and Quistis will put a glass in its hand, opening a secret door. Equip the party with GFs and magic and enter the secret area. Run down the stairs and go down the ladder. Examine the water wheel from the bridge to get across to the other side. Examine the gate and a door will open. Go through and run down the corridor.

Edea's float will be depicted going through the city. Suddenly there is a brief glimpse of Seifer. He's still alive. Now that the gate is open, Squall and Irvine decide to make a run for the Presidential Palace. Follow Irvine through the streets. You will get to the same truck with boxes that Rinoa used to get up to the top of the palace. Switch all GFs and junctions over to Squall and Irvine. To get to the June issue of Weapons Monthly, enter the pothole in this area to get down to the sewers and run.

Follow the same route Rinoa used to get up to Edea's chamber. You will have to make one more climb than Rinoa did. After you

get up the ladder and climb onto the roof, take a couple steps to the left and climb up. Run forward and you'll find yourself on the balcony. Run up the stairs past the fallen President Deling. Follow the red carpet to the next area. Here, the two statue beasts that Edea summoned are about to attack Rinoa. Squall steps in and the first of many fights begins.

Boss Battle:

IGUION

Before you do anything, draw Carbuncle from either of the two Iguion. Now, focus your attacks on one of the monsters until it goes down to prevent them from using their resonance attack. If you feel like you have the situation under control, draw all the Break spells you can from the remaining Iguion. If you have powerful junctions set up, you should easily be able take these monsters out with physical attacks alone.

New Guardian Force

Carbuncle is the first GF you can find whose summons doesn't do any damage. Instead, this handy little critter will cast Reflect on the entire party. Make sure you don't forget to equip this one. You may want to start off by learning the GF ability, Counter, as this will cause you to hit enemies back at full force every time you get hit (handy).

Watch Squall attempt to be cold to Rinoa after the battle and go back outside. Run back to the area with the red carpet. Look at the floor to the upper right. One of the tiles has some ridges in it. Examine the tile and it will open for you.

This will bring you to the Carousel Alarm Clock area where Irvine will need to set up for his shot. Pick up the sniper rifle right by the door. Squall will hand the rifle to Irvine, who will walk over to the other side of the Carousel and sit down. Squall tells Rinoa that he saw Seifer and that he may have to kill him if he gets in the way. Squall walks over to Irvine and discovers that Irvine is getting cold feet.

The sewers can be a little tricky, so we put in a step by step guide for you. Here's what you need to do.

Finding Your Way Through the Sewers

MAP 10 –

12 10 9 8 5 1 2 3 6
10 12 14 15 16 13 11 7 4

Sewers B – Move forward and open a secret door in the gate at the next area. Go through it.

Sewers C – Cross the bridge. Open a gate door to the left and walk through it.

Sewers D – Continue moving left until you get to the next screen.

Sewers E – Open a gate door in the upper right and move forward two screens.

Sewers G – Cross the bridge. Open the gate to the right and walk through it to get to the next screen.

Sewers H – Continue walking to the right until you get to the next screen.

Sewers I – If you want to get to the two nearby Draw Points, be sure and do so before you use the water wheels. Use the wheel on the left to cross over to the area in back. Go to the right and use the next water wheel to get to the area on the right. Go down and to the left. Open the gate and walk through it.

Sewers C – Use the water wheel to get over to the area on the right. Walk down and left. Open the gate and go through it.

Sewers B – Use the wheel to get over to the area on the right. Walk down and left. Open the gate and go through it. Clap your hands and bow to your partner.

Sewers A – Now you're right back where you started but you're on the other side of the water. Knocking the ladder over on the right will allow you to go back and repeat the whole process all over again. The Draw Points aren't really worth it. Open the door to the upper right and walk through.

Sewers K – Continue walking to the right until you get to the next area.

Sewers L – If this area looks familiar, it's not just because of the water wheel. Use the wheel to get to the area in back. Walk through the door.

Sewers M – Walk forward until you get to an area with a Save Point and a ladder. This is the area that you entered as Laguna.

Sewers N – Climb the ladder to get back up to the interior of the gateway building. You will get off once you reach the first floor. Just get back on and climb up to the next level. A new FMV will kick in and the Carousel Clock will pop up, giving Irvine the shot he'll need.

The scene will switch back to the gateway party. Zell tells Quistis to hit the switch. Run over and do so. A cutscene will show the gates closing on Edea. The perspective will go back to Squall who manages to use what little people skills he has to convince Irvine to shoot. Irvine takes the shot and it's good. Unfortunately, it takes more to snipe a Sorceress than good aim. Squall tells Irvine he's going to make the final move on the Sorceress and the main menu pops up. Junction Irvine and Rinoa appropriately as they will all be fighting the final battle of Disc One. Make sure everybody is junctioned and healed up before you close the menu.

An amazing action scene follows and Squall finds himself face-to-face with Seifer. It's hard to tell whether Seifer is actually being controlled by Edea or if he's acting on his own volition. Either way, you'll have to fight him. Cycle through the conversation and the battle will begin.

Map 10 - Deling Sewers

The sewers are a classic wrap-around dungeon in which you can see where you want to go at the very beginning, but you have to take an indirect path to get there.

2. Sewers H
There is a Zombie Draw Point here. To get to it, you'll have to head over to Sewers I, down across the bridge, and take a left back to Sewers H.

6. Sewers J
To get to this Bio Draw Point, you have to move down from Sewers I on the left side, before you cross over to the right using the water wheels.

8. Sewers E
To get to this Esuna Draw Point, you will have to go back to Sewers D, push the ladder over the water by examining it, cross over on the ladder and take a left back to Sewers E.

1. Sewers G
2. Sewers H
3. Sewers I
4. Gate House 2F
5. Sewers F
6. Sewers J
7. Gate House 1F
8. Sewers E
9. Sewers D
10. Sewers C
11. Sewers N
12. Sewers B
13. Sewers M
14. Sewers A
15. Sewers K
16. Sewers L
17. Stairs

Boss Battle:

SEIFER

Squall has come a long way since the last time he fought Seifer. If you run into trouble, just use Seifer's own Cure spells to help you out. If he's doing over 100 points of damage to you per hit, use a Protect spell to reduce it. Otherwise just keep on hacking until he goes down. GF summons shouldn't be necessary.

When Seifer loses the battle, he falls back but is still alive. Edea steps forward and a real fight begins. Fortunately, you have your whole party with you on this one.

Boss Battle:

EDEA

Carbuncle is the ultimate tool for defeating Edea. Once you summon this GF, all of the characters in your party will be encased in Reflection spells. Edea will either dispel all three of the reflections before attacking you with powerful magic again, or she will occasionally use a really weak attack called Astral Punch. Every time she's dispelled two of your Reflects, summon Carbuncle again and continue to attack her with your other two characters. If it seems like you have everything under control, you may even want to draw some of her Dispel spells for the road.

You "win" this battle by making Edea REALLY mad. The scene cuts to Edea conjuring up some vicious-looking projectiles and hurling them at Squall who gets hit by one and falls off of the float. The last thing he sees is Rinoa calling out to him. And that, folks, is the end of Disc One.

Chapter 4
The Fallen

Winhill

Winhill Monsters

Bug Bite	Caterchipilar

Painfully enough, you'll have to go through another chapter of Laguna's life before seeing what's become of Squall. Disc Two starts off with a young girl talking to Laguna who is dressed in civilian clothes. She tells Laguna that someone has come to visit him. Laguna berates the young girl for going outside by herself as there are monsters roaming the streets of this town. The girl runs out. Chase after her.

Go through the door and run down the stairs. Ellone will be waiting for you there. Take note of all the bullet holes on the far side of the house and talk to the girl. She'll run outside. Follow her out. She'll be waiting by the door of the house. Go to the building on the left. There are, in fact, random monsters on the streets of this town. They are only Caterchipilars and Bug Bites, but if you're at a high enough level, they will have new spells to draw. Level 20+ Caterchipilars have Thundara, Cura, and Slow spells. Level 20 Bug Bites are upgraded to Fira and Scan.

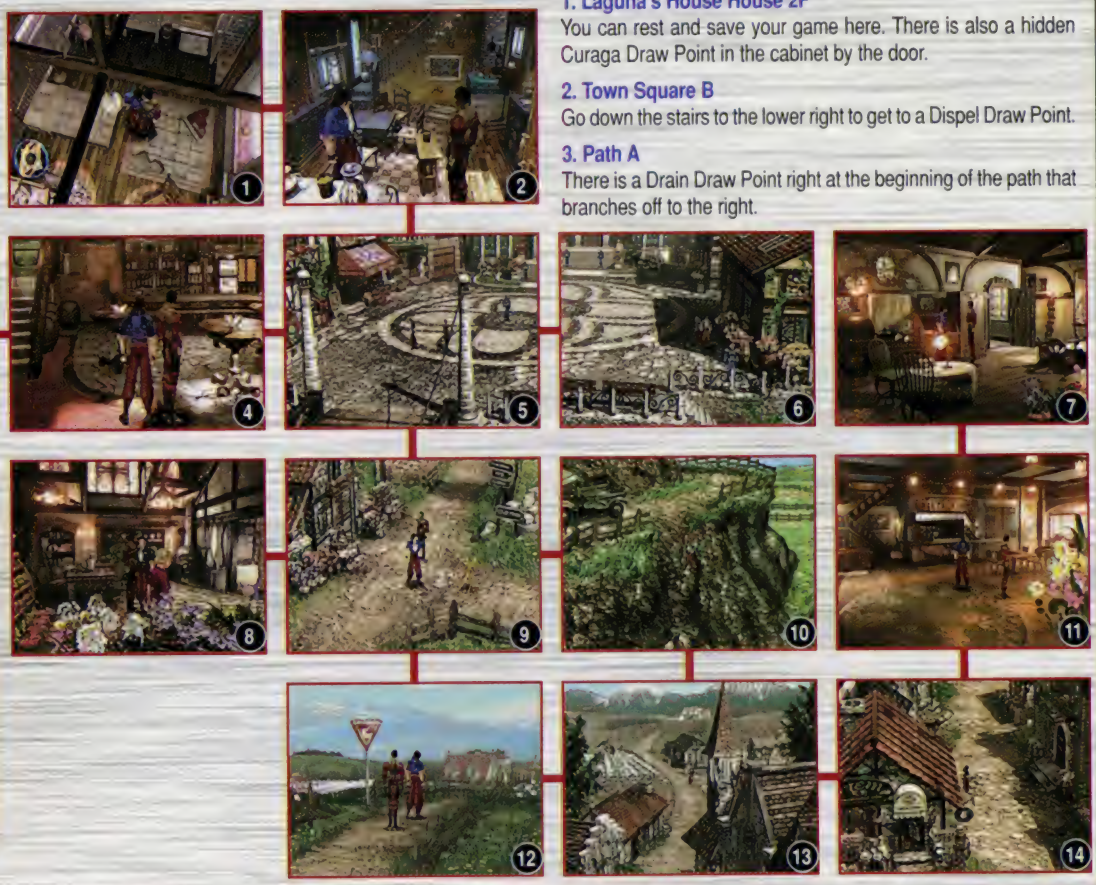
Following a humorous conversation between Ellone and Laguna, Kiros walks in wearing a flashy civilian outfit. Head over and talk to Kiros. The two exchange greetings and they rehash the events that have happened since their escape from Centra. It's been about a year. All three of them have quit the army. Ward survived, but has permanently lost his voice. Laguna's heartthrob, Julia, assumed the worst about him after his being gone for so long and got married to General Caraway. Finish the conversation and Kiros will ask if it's okay to stay around for a while. Raine tells him that as long as he works for his food, it's fine.

Equip Kiros and Laguna with GFs and magic and head outside. Head South to the bridge leading out of the Town Square area. Here, Laguna will tell Kiros that he has become the monster hunter of Winhill. Their mission is to patrol the area up to the main entrance.

Cross the bridge and keep running down until you get to Path D. Laguna will tell Kiros that their first mission is done. Run back to

Map 11 - Winhill

Your first encounter with this quiet little town will be a brief one. There isn't too much to be done but follow through with the plot here.



1. Laguna's House 2F
2. Laguna's House 1F
3. Raine's Pub 2F
4. Raine's Pub 1F
5. Town Square A
6. Town Square B
7. Flower Inn
8. Flower House
9. Path A
10. Path B
11. Flower Inn A
12. Chocobo Lane
13. Path C
14. Path D

1. Laguna's House House 2F
You can rest and save your game here. There is also a hidden Curaga Draw Point in the cabinet by the door.

2. Town Square B
Go down the stairs to the lower right to get to a Dispel Draw Point.

3. Path A
There is a Drain Draw Point right at the beginning of the path that branches off to the right.

Map 12 - Prison

Left Door	Right Door
Level 12	
Locked	Locked
Level 11	
For 200 Gil, you can play cards with the prisoner here. If you win, he will give you a random healing or recovery item.	There is a Thundaga Draw Point here.
Level 10	
Save Point	Play Cards for 300 Gil to get a more detailed account from your battle meter.
Level 9	
Locked	Berserk Draw Point
Level 8 (No Barrier)	
A mysterious stranger will sell items to you.	Locked
Level 7 (No Barrier)	
The characters' cell.	Locked
Level 6	
Locked	Locked
Level 5	
Locked	Play this con artist for 500 Gil to get random recovery and healing items.
Level 4	
Tent	Locked
Level 3	
Locked	Pet House
Level 2	
Pet Nametag	Strength Up
Level 1 (No Barrier)	
Save Point	Combat King 001

The majority of the prison consists of 12 Levels that are pretty much identical. The only difference between them is what they have behind the doors and whether or not they have barriers. Levels with barriers will force you to run all the way around the circle in order to get upstairs or downstairs.

NOTE:
You can only get the items below Level 7 after you defeat Biggs and Wedge, and before you rescue Squall from the Torture Chamber.

the town. Kiros will occasionally talk to Laguna. If you want to hear everything he has to say, be sure to take the path that leads through Chocobo Lane instead of Path B.

When you're back at the Town Square, walk into the pub and go upstairs. Laguna and Kiros will eavesdrop on Raine's conversation with Ellone, and then Laguna will run in to tell her that he's finished his work. She suggests he take a rest before dinner. Go downstairs and exit the pub.

Head up to Laguna's house. Go inside and up the stairs. Before you take a rest, you may want to save first, as this will mark the end of this Laguna encounter. Examine the bed. Laguna will talk to Kiros about his feelings for Raine and Ellone, and the scene will fade to black.

Wakin' Up in Prison

Prison Monsters	
Guard	Wendigo
GIM47N	Thrustaevis
	GIM52A

Instead of returning to Laguna's pleasant life in Winhill, the next scene is Zell, Quistis, Selphie, and Rinoa in prison. Zell wakes up and tells everyone that he's just had one of those unusual dream sequences through Ward. To get things rolling, talk to Rinoa and she'll help put two and two together for Zell. Talk to

The Upper Levels

3. Upper Level C
There is a Save Point to the right.

6. Upper Level A
This is the area directly above Level 12.

1. Exit
2. Upper Level D
3. Upper Level C
4. Torture Chamber
5. Upper Level B
6. Upper Level A

Rinoa again and, shortly after another conversation, the view changes over to their missing companion.

Squall is just waking up in a cramped cell. He is amazed to discover that the wound inflicted on him by Edea has vanished. He stands up and then falls over when the cell starts moving. An FMV shows his cell being loaded into an elevator and then lifted up through the interior of a gigantic tower.

The scene returns to the room with the rest of the party. They hear the sound of Squall's cell being lifted and Rinoa asks what that could be. A group of armed guards will show up and start beating on Zell when he attempts to find out what's happening to Squall. After kicking the tar out of Zell for a moment, the leader asks if Rinoa is with them. Rinoa divulges her identity, Zell gets kicked again, and they walk out with Rinoa.

The view returns to Squall's perspective. Seifer enters Squall's cell and roughs him up a bit before telling a group of furry orange creatures to carry him off. In the next scene, the unfortunate young Leonhart has been strapped into an electrocution device. Seifer begins demanding to know what the secret purpose of SeeD is. Squall is as much in the dark as Seifer and gets electrocuted for it.

Eventually, the scene returns to Zell, Selphie, and Quistis. Selphie is attempting to use magic to cure Zell's wounds, but an anti-magic field is preventing her Cure spells from working. Shortly after this, one of those creatures shows up with food and trips, dropping the tray. The "Mean Guy" shows up again and beats on the creature. Choose the first option and Zell will stand up to the guard who quickly leaves, promising Zell that he'll regret his actions. Selphie tries to cure the "Moomba" (as it is called in the information archives), and it looks pleased.

The next scene cuts to Squall, who is still being tortured by Seifer. Seifer asks more questions about SeeD and is interrupted by a guard who says that the missiles targeted for the Garden are ready to launch. After a short dialogue, Seifer tells the warden to take over for him and walks out. The warden continues with the interrogation, and eventually you will be given a choice between giving up or making something up. Select the second option to make Squall lie through his teeth. It doesn't change anything, but Squall's reply is hilarious.

The perspective returns to the prison cell. Have Zell talk to Quistis and they decide that it's time to escape. Zell cries "snake bite" and the Mean (but not too bright) Guy walks in. Zell drops the Mean Guy with one well-placed blow to the solar plexus and cheerily informs his friends that he's off.

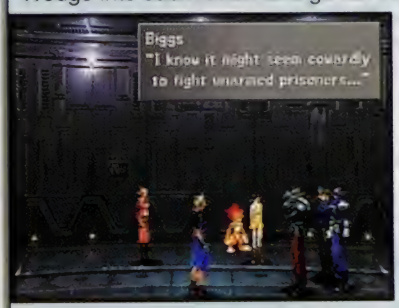
Zell exits the cell and you are once again in control. This is one of those vastly entertaining portions of the game when you get to see just how powerful one character can be with a full complement of GFs. Junction everything to Zell and do a magic exchange with everyone to get the very best spells. You are on level seven of the prison complex. If you want to save your game, head downstairs for a Save Point. Run up to level eight and you will find two guards playing with Squall's gunblade. Run up to them and listen to their conversation. Beat the holy hannah out of them for the weapons. This should not be a difficult battle, as the guards in this prison are nothing more than G-Soldiers with status magic, but you may want to junction Sleep and Silence to your status defense for future encounters with these guards.

After you win the battle, Zell returns to the prison cell automatically and a bizarre scene unfolds. Each character suddenly expands to gargantuan size, does something flashy, and then shrinks back to normal. How very Mighty Morphin' of them.

Once the scene is finished, the voice of Man A is heard asking if this is the cell with the uncooperative prisoners. The Mean Guy replies and is followed in by Biggs and Wedge. Recognition happens immediately, and Biggs once again makes a fool of himself by talking smack and then realizing that his old foes are fully armed and operational SeeD members. Knowing full well that there is nothing left to do but fight, Biggs attacks you.

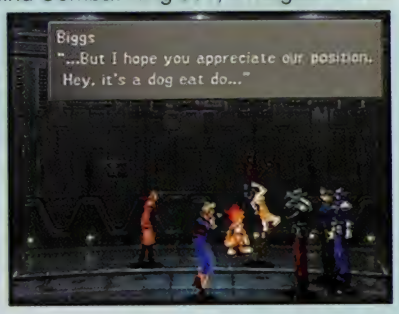
Boss Battle:
BIGGS & WEDGE TAKE 2

Once again, Biggs and Wedge prove to be useful rather than dangerous. Draw/Cast Haste and Regen, and the dubious duo won't have a hope of doing enough damage to your party to prevent them from finishing the battle with full health. Biggs has Haste and Regen, and Wedge has Reflect spells. Reflect and Regen are higher level spells and are thus more difficult to draw but well worth the effort. Regenerate will propel your Hit Points to new heights, and Reflect is excellent for a number of defensive and attribute junctions. When you're done, pummel Biggs and Wedge into submission and go out into the hallway.



You'd think your party members would have learned by now that it never pays to leave a seemingly unconscious Biggs lying around with his special box. Right after you leave, Biggs sets off the alarm.

The alarm just seems to cause the more powerful enemies to appear with more frequency. You will eventually want to head upstairs to where Squall is, but first go all the way down to Level 1. Here you will find Combat King 001, a magazine that teaches Zell a new move for his Limit Break. Check the map for other items, Save Points, and card players.



Once you get the goods, head all the way back up to Level 12. Some levels are not split by a barrier. Check

the map for these to avoid any unnecessary walking. On Level 10 you will find a card player who charges you money to play, but who will add an enhancement to your battle meter that allows you to see statistics for each character's combat history if you win.

Once you get to Level 12, make the run around the final circle and head upstairs. The party will automatically follow the Moomba to the torture chamber. The Moomba unlocks the door and the party enters. Squall regains consciousness and people talk for a little while. For some strange reason, the Moomba keeps on crying "Laguna!" whenever Squall gets near. Talk to the Moomba and he offers to make a shortcut on any one of Levels 10-12. Pick one and the barrier on that level will be removed. Head outside and a dialogue will follow.

The party decides that it does not want to go all the way back to the bottom the hard way. Squall points out the prison cell crane, and Zell remembers how to work it from his experience as Ward. The women in the party elect Zell to be the one who stays upstairs and works the crane.

Squall, Selphie, and Quistis enter the control area for the cargo holder on the crane while Zell talks to them from upstairs. When Zell asks you to hit the red button, examine the panel in front of Squall. This will cause the device to drop the party down to the main floor.

Head over to the right and examine the door. It will open up and dump sand out all over the floor. Shortly after this, the party begins hearing gunshots and they immediately realize that it's Zell in trouble. Leave the area and the scene will cut over to Zell's perspective.

Run clockwise around the circle until you get to the next screen. There, Zell will be caught and nearly killed by the warden until Squall swoops in and saves the day. A humorous scene will follow and then Quistis and Selphie will show up. Another humorous scene occurs but is interrupted by gunfire. The whole party takes cover behind the inner ring for a moment. Suddenly, three loud shots ring out and the shooting stops. Irvine and Rinoa show up and more dialogue follows. It is established that the majority of the prison is buried underground when more shooting begins.

Irvine offers to cover your escape while you run off with two party members. Once again, you must head back up to the top. Equip the party with GFs and magic. Junctioning Thunder Elemental to your Elemental Attack is recommended. Once you get up to Level 12 and head upstairs, the scene changes back to Irvine and the two remaining party members.

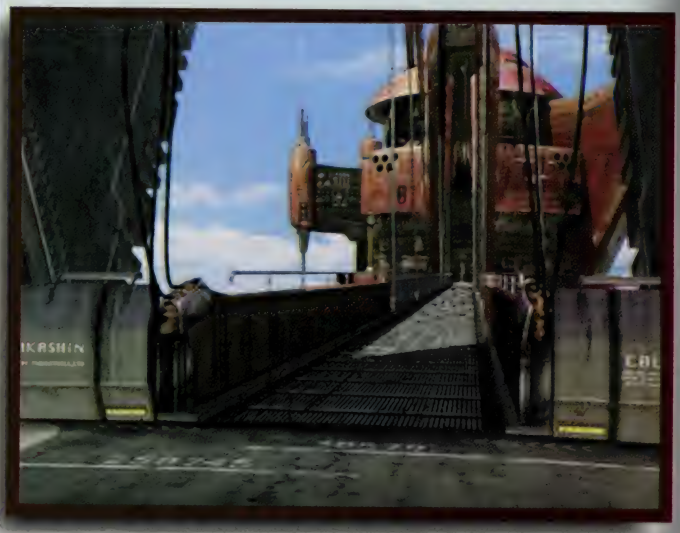
They decide to risk going downstairs and attempting to use the elevator. Equip the party with GFs and head downstairs. Fortunately, the game doesn't force you to go all the way down again, and the perspective reverts back to Squall's party after you go down a certain distance.

Squall and company are now on the top-floor torture area. Talk to any Moombas you see and they will give you items. Head toward the bottom of the screen to get to the next area and go up the stairs. Move forward to get to another set of stairs and go up them. Move toward the bottom of the screen to the next area. Selphie starts getting excited about the fact they escaped when an alarm goes off and a group of enemies make an appearance.

Pseudo Boss Battle:
ELITE SOLDIER & TWO GIM52AS

To all appearances, including Scan magic, the red soldier is just an Elite soldier. However, he does appear to possess the ability to cast much more powerful support magic than the average Elite soldier you fought in Dollet. He also has a very powerful magic attack called Meltdown. Fortunately, his Hit Points seem to be about the same as a regular Elite soldier. Take this guy down first. He should fall over in the first round. You've probably fought plenty of GIM52As by now. Just make sure they don't get you below 500 Hit Points and you should be fine. If you run into trouble, use Quetzalcoatl and the Brothers to impart some serious damage.

Once you've dispatched these enemies, you will hear Irvine trying to reach you over the intercom in the next room. Run back to the previous area, and Squall will walk up to the console automatically and talk to Irvine. He activates the crane/elevator and you regain control. Run back outside and cross the bridge. A cutscene shows that the prison is no longer buried but has lifted up off the ground via its three gigantic screw legs. The party crosses over to the other side and Squall, as usual, is too slow and gets caught on the bridge right as the prison starts to submerge again. To avoid certain death, Squall hangs off the side of what was once a bridge. Keep on pressing to the right and Squall will survive this treacherous situation.



In the next scene, the entire party is gathered around the entrance to the prison which is now just a tip of a penal colony iceberg poking above the sand. The party talks for a moment and then, much to Irvine's dismay, all of the women of the party hop into the yellow vehicle, leaving the standard military transport for the men. The two cars drive off.

The party stops at a crossroads in the desert. Selphie thinks that an attempt should be made to stop the launch of the Galbadian missiles at the Trabian and Balamb Gardens. You will get a moment to draw magic from the Aero Draw Point in this location. Walk up to Selphie and talk to her. Selphie thinks they should split into two teams. Squall begins to talk about it when they are interrupted by missiles launching in the distance.

Irvine says that he heard they were going to hit Trabia first, then Balamb. Selphie looks crushed for a moment and then jumps off the abandoned vehicle and demands that they split into two parties. You will now be required to choose who's going back to the Garden. Everyone else will go to Trabia. It's recommended that you take Rinoa with you so that you don't miss out on a cool cutscene later.

When you've made the decision, exit the menu screen and you will get an option to change your mind if you want. Pick the second option when you're ready to go. Squall gives a brief speech and the two parties get rolling.

Squall's vehicle is shown driving up to a train station. Go left to the next area, and you will see a Galbadian soldier jumping off the Train's Engine and running over to the right on the other side of the train. Jump onto the train and enjoy the next scene.

The Missile Base

After Squall's party makes off with the train, the perspective will change over to Selphie's party on the world map. To get an idea of where you need to go, press Select until you get the full-sized map. The missile base is the yellow dot farthest to the West. You will need to drive Northeast in order to get around the bay and then head due West. When you get to the missile base, get on the road to the North and drive in.

The vehicle automatically parks in the next area and the party gets out. Head left until you get to a small structure with a door. Walk in through the door. Examine the glowing panel just to the right of the left door and one of your party members will give you a keycard. Selphie will unlock the door. Walk through the door to the next area.

When you get near the guard by the door on the left you will get a list of options. Choose any of them (the second is the funniest) and the guard will stop you as you walk by, say something, and let you go. Head over to the right. Keep on following the walkway until you get to the next area.

Walk down the stairs, turn left, and walk back behind the stairs. Head over to the right and talk to the two maintenance men. They will ask you to give a message to a man in the Missile Launch Bay.

Head back the way you came and walk in the door on the far wall. Talk to the soldier standing by the launcher. He will ask you to deliver a message to the two maintenance men you just talked to.

Head back and talk to them again. One of the maintenance men will ask you to go to the circuit room in their place. Go back to the previous room and head back up the stairs. Follow the walkway left to the next area and talk to the guard there. He will leave the area.

Walk in through the door. Mess with the buttons or bang on them. Eventually, the lights will go out and be replaced by an emergency light. Head over to the right to get out of the room and the maintenance team will show up. Select the second option in order to try and talk your way out of it. Choose the second option and the maintenance team will run into the circuit room. Your team will follow them in and beat the snot out of them without setting off the alarm. If you choose to fight them out in the open, the alarm will go off and you will have to fight random monsters for the rest of the level.

Map 13 - Galbadian Missile Base

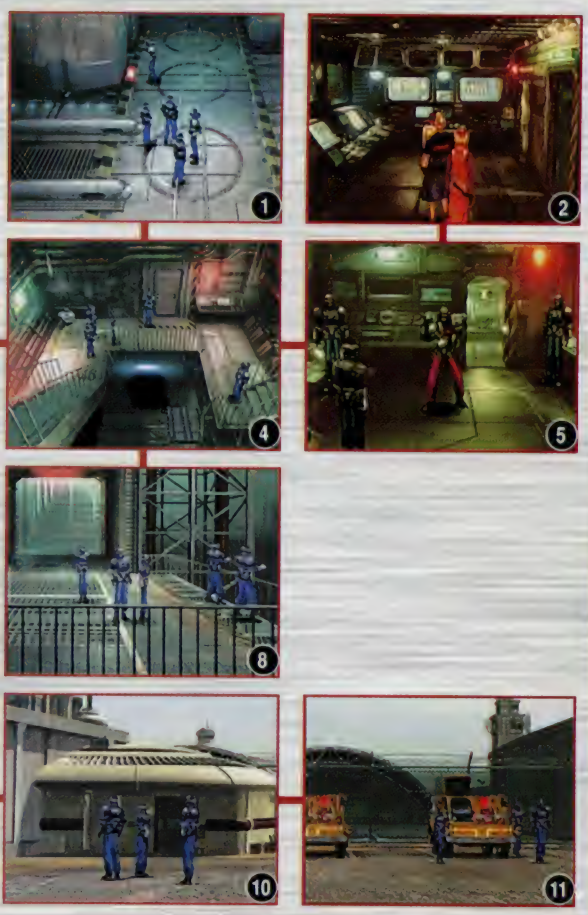
1. Launcher Bay
There is a Full-Life Draw Point in this room.

4. Missile Base D
There is a Save Point here.

6. Circuit Room
There is a Blizzara Draw Point here.

8. Missile Base E
There is a Blind Draw Point in this area.

9. Missile Base A
There is a Save Point here.



1. Launcher Bay
2. Control Room B
3. Missile Base C
4. Missile Base D
5. Control Room A
6. Circuit Room
7. Missile Base B
8. Missile Base E
9. Missile Base A
10. Entrance
11. Parking Lot

Special Note

You can actually opt to just start fighting your way through the entire level at this point, but it seems to help your SeeD ranking if you do things the sneaky way. If you start fighting before you get to Control Room A, you'll need to talk to the Galbadian soldier who is wounded in Missile Base D. When a dialogue option comes up, select the third choice and he will give you an ID Card and the code you need to get into the missile launch console in Missile Base D. This will allow you to set the error ratio to maximum. The code is EDEA. In some circumstances, the wounded soldier won't be there. Attempt to exit the base and there will be some dialog. Run back to the console and the wounded soldier will be there.

Missile Base Monsters

Geezard	G-Soldier
Elite Soldier	SAM08G

Head back to the right and keep on going until you get back to the room with a Save Point and stairs. Head right and you will automatically be stopped by someone who walks out of the missile bay. Choose the first option to play it cool. Choose the first option again to help out. Follow the soldier into the next room.

Walk up to the launcher and your team will get into position. Hit the ■ button repeatedly to move the launcher into place. Talk to the commanding officer (the one who didn't do any pushing), and he will ask you to confirm coordinates on the control panel outside.

Walk back out and examine the control panel to the right of the door. Unfortunately, you won't be able to reset the coordinates. Set the error ratio to maximum and upload the data. When you're done, head up the stairs to the right. Here, the Base Commander will identify you as intruders for a faulty salute, and a boss battle will begin.

Boss Battle:

BASE LEADER & TWO BASE SOLDIERS

Aside from making a nuisance out of himself by casting Confusion spells regularly, the Base Commander isn't too tough. If you want those Confusion spells for yourself, summon

Carbuncle, knock off the two Base soldiers and start drawing magic. Being encased in Reflect spells will slow down the process of drawing a little bit, but it's better than having to constantly hit or use Esuna on your own companions to remove the effects of Confuse. Silencing the Base Commander is also possible, but he usually just uses a Remedy on himself within a couple rounds. When you're done grabbing Confuse spells, finish the Base Commander off.

Your next goal is to stop the launch sequence. Walk directly to the left and examine the console there. Selphie will cancel the launch. Now you need to find the self-destruct mechanism for the base. Search the other panels and consoles in the room, and then move forward through the door in back. Go to the left side of the room and examine the panel there. You will get the option to set the timer for the self-destruct sequence. It's possible to make it out in 10 minutes, but we recommend 20 just to be on the safe side as you will have to fight a boss.

Run out the door to the right and you'll end up back at the beginning of the level. Make sure your party is healed up and ready to rumble. Go up the stairs to get back outside. Head over to the right and a boss battle will begin.

Boss Battle: BGH251F2

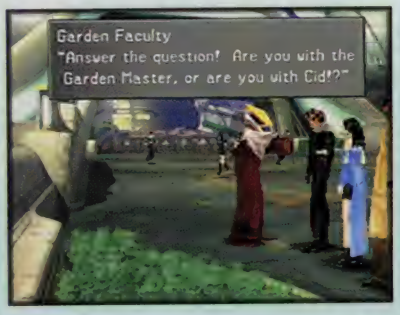
If you have your entire party equipped with Life or Regen Hit Point junctions, this boss shouldn't be too much trouble. The only seriously dangerous attack that it has is its Beam Cannon. Hit it with Quetzalcoatl and the Brothers to do maximum damage. Other GFs are effective, but Diablo will do no damage whatsoever. Two or three rounds of these GF attacks should finish off this mechanical monstrosity. After a short explosion scene, an Elite soldier and Two G-Soldiers come running out of the flaming wreckage. Take them out before the timer runs down and you're home free. For your efforts, you receive the June copy of Weapons Monthly and four whole stinkin' Ability Points.

When the battle is over, the hulking remains of the BGH251F2 are blocking the entrance. Run over to the right and then all the way over to the left. Head back to the right and the unthinkable sinks in. Selphie's party can't escape. The base begins to explode and a cutscene shows an external view of the entire place blowing up. Is Selphie's party dead? If you've played enough Final Fantasy games, you already know the answer to that.

Home Sweet Chaos

Monsters

Grat	T-Rexaur
Bug Bite	Caterchipilar
Glacial Eye	Bomb



After Selphie and her party appear to have bit the dust, the scene changes back to Squall's party standing at the front of Balamb Garden. Enter the building and you will find yourself in the middle of some kind of bizarre civil war between SeeD and the anonymous faculty and the cadets who follow them. For now, use the map on page 54 to find your way around. Once you get up to Front Gate Hall B, you will be asked whether you support the Garden Master faction or Cid. Squall tells the faculty member that he doesn't understand what's going on. When you get the option, choose, "I don't get it" and the faculty member will blow a whistle. This will summon a Grat and a Caterchipilar to attack you. We think you can handle this particular battle without any advice.

Keep on heading up to the lobby. When you get to Entrance Hall A, talk to the cadet sitting in the corner. He tells you that the Garden Master's faction has set all the monsters in the training area free. Talk to him again to get a Mega Potion. Head up to the lobby and talk to Raijin and Fujin. They will run off and attempt to warn people about the missiles.

If you go up to the elevator, a faculty member will block your way and tell you that Cid is definitely somewhere on the first floor. Systematically check each room off the promenade and you will pick up some handy items and get to play hero. Every time you get to a hallway, there will be faculty member who will summon monsters on you.

Head right and walk into the library hall off Promenade A. Talk to the faculty member here, and he will summon a Grat. Squall could put it best: "Whatever..." Walk into the library and two SeeDs there will explain their plan. They are attempting to spread the forces of the Garden Master out as thinly as possible by fortifying each area off the promenade. The idea was Xu's. Head over to the right a little bit and talk to the female cadet to get a remedy. Head back out to the promenade.

Continue moving counterclockwise on the promenade until you get to the entrance of the training area. Walk in, head down the hall, and you will see a faculty member and two cadets hunting a SeeD and two children who are junior cadets. One of the kids nails a Garden Master cadet and you will have the option to help them. Choose to do so and the offending cadet will make a run for it. The faculty member blows a whistle and a T-Rexaur appears. With all of the powerful junctions you've acquired at this point, these things are more a lengthy nuisance than a real

danger. Blind the T-Rexaur and just keep hammering away at it until it dies. It shouldn't be too much of a problem. Once you've defeated the T-Rexaur, talk to the SeeD cadet to get another Remedy.

Continue running up the promenade to Promenade B. Go into the parking lot. The faculty member in the Garage Hallway will summon a Grendel to attack you. If you've been using a lot of Double spells, this might be a good place to stock up, but don't get careless. Grendels aren't bosses, but they can dish out a lot of damage.

When you've defeated the Grendel, walk into the Garage and you will see Cid. Squall addresses him and he suddenly fades out of existence. The two SeeD cadets are using a hologram of Cid as a ruse to keep the Garden Master faction guessing. Talk to the cadet on the left to get a tent.

The next stop is the Dormitory. The faculty member in the Dormitory Hallway will summon a Caterchipilar to do combat with you. Again, "Whatever..." Put the pitiful thing in its place and you will be able to rest in your dorm room to regain health.

Continue along the promenade to the Cafeteria. Talk to the faculty member in the hallway and he will summon a Bomb to "stall" you for about 3 seconds. Enter the Cafeteria and talk to the loyal Garden cadet on the right to get some Gysahl Greens. Notice that the Draw Point in Cafeteria A has changed to Demi. Get some and head back out to the promenade.

The next stop is the Quad. Head down to Quad B and a faculty member will be running upstairs. Talk to him if you want to fight a Glacial Eye and a Bomb. Continue on to Quad B and run down to the stage. Three SeeD members will jump down and ask you what side you're on. Tell them you're with the headmaster. Talk to the SeeD in the middle to get an X-Potion. Head back to the promenade.

The final area to hit is the Infirmary. Choose to aid your SeeD companions in the Infirmary Hallway and you will end up fighting a Granaldo. You should be able to kill it with physical attacks alone. When you're done fighting, a Garden Master cadet lies wounded on the floor. Dr. Kadowaki walks out and asks Squall to help her carry the injured student back to the Infirmary. After this you will have a short talk with the Doctor. Talk to her again and she'll give you an Elixir.

Head out to the promenade and go to the Lobby. You will see Xu running up the stairs. Follow her up to the elevator and she'll be gone. Go up the elevator. Head down to the 2F Hallway and move forward past your old classroom to get to a new area. You will find Xu there and she will ask you what side you're on. Squall replies "Neither," and tells her about the missiles.

Xu tells you that Cid has been in his office all along and to follow her up there. Follow Xu back to the elevator and you will go directly to Cid's office. Run up through the big double doors to get back to Cid. He informs you that the intercom is broken, so the evacuation will have to be announced by word of mouth. After asking you to help with the evacuation, Cid tells you that he may be able to do something that will save everyone. After he gets tired and has to kneel down, go up and talk to him again.

Squall tells Cid that he wants to handle whatever it is he has in mind. After a brief conversation, Cid gives Squall a key for the elevator that will allow him to go down and attempt to use the control system for a mysterious device that was left over from when Balamb Garden was some kind of high-tech bomb shelter. Leave Cid's office and head over to the elevator.

Special Note

Cid's reference to the Garden having been a shelter is kind of vague. Whenever you want to know more about a situation, select Tutorial, Information, and then Information again. Checking the Location Name, Term, and Person menus on a regular basis will help you stay on top of things when the plot gets confusing. If you check the Term menu right now, for instance, it will tell you more about the MD Level.

The MD Level

In order to avoid confusion on this dungeon level, the MD Level map is a step-by-step walkthrough. Just follow the numbers.

Monsters	
Tri-Face	Blood Soul
Blobra	Buel
	Geezard

Squall will use the key to unlock the elevator. The party will get in and the elevator will go down. A cutscene of the missiles flying through the clouds kicks in. Don't worry. There isn't a time limit on this level.

1. When the cutscene is over, the perspective returns to the party in the elevator. The lights flicker for a moment and the elevator stops. There is a hatch on the floor. Examine it and it will open for you. Everyone will start climbing down a ladder into the next area.

2. Continue climbing down. When you get near the access tunnel, the elevator will start coming down again. The view changes to the interior, and you see Squall and the rest of his party jump in right before the elevator slams down, blocking the exit.

3. Walk down the access tunnel and examine the trap door at the end. Squall will struggle with it a little and the hatch will finally open. The party will jump down into the next area.

4. Once everyone has dropped down into the oil stratum, Squall tells everyone that there are bound to be creatures in the area who are weak against fire. You probably already know all about

junctioning elemental attacks to your weapon by now and can skip the tutorial. Head forward and to the right.

5. Climb down the ladder in the next area.

6. You will end up in a cylindrical room. Go through the door to the lower left.

7. There is a large valve in this area. Go directly behind the valve and examine it. The game will test your button-tapping skills by requiring you to tap ■ repeatedly for ten seconds to get the valve open. If you fail the first time, one of your party members will join you, making the job a little bit easier. If you fail a second time, a third party member will join you making the job a lot easier. Once you get the valve to turn, walk back into the previous room.

8. The floor has opened up. Go down the ladder.

9. Continue climbing down the ladder until you get to a catwalk leading to stairs. Go down the stairs and you will get to a circular area with a large pillar in the middle.

10. There is a Draw Point for Full-Life here that you won't want to miss. Go right or left of the pillar to get to the other side.

11. When you get to the ladder, the party will attempt to figure out where they need to go. It is decided that someone needs to go up the ladder. Be a responsible leader and choose to go up by yourself. Climb up to the next area.

12. Continue to climb up and the ladder will break off the pillar and fall backwards, sending Squall to the next area the hard way – through a window.

13. As Squall falls through the window, the walkway that leads back to the pillar collapses from the shock. Walk over to the console to the right of the window and examine it. This will cause the entire floor around the pillar to sweep back. Fortunately, the walkway just around the pillar remains. Use the ladder again to get back down.

14. When Squall returns to his companions, there is brief conversation about his fall. Pick any option and Squall will say something cool. Now that the floor surrounding the pillar walkway has swept away, you should be able to see a ladder going down off the side of the pillar walkway. Walk up to it and examine it. Squall will slide a gate open. Get on the ladder and go down.

15. It would probably be a good idea to save, heal, and check your junctions at this point. When you're done, go over to the lever on the right and examine it. This will cause a gate on the far side of the area to open up. Head across the bridge toward the gate and two Oilboyles will jump out of the oil pool and attack you.

Boss Battle:

OILBOYLE

These two creatures can be pretty nasty. Fortunately, if you junctioned for fire, you should be doing some pretty hefty damage to them as well. As in most cases, focus your attacks on one of them first. If any of your characters start to get down to a quarter of their Hit Points, use the Limit Break switch trick (see Basic Training) to get them to a Limit Break. Once the break is over, heal them as quickly as possible. Oilboyle's have two special attacks to look out for. Oil Blast is nasty, simply because of the horrendous amount of damage it can dish out. They can also do serious injury and blind you with Oil Shot. If a character is blinded, simply Draw/Cast Esuna to regain your vision. Even their weaker physical attack does a respectable amount of damage.

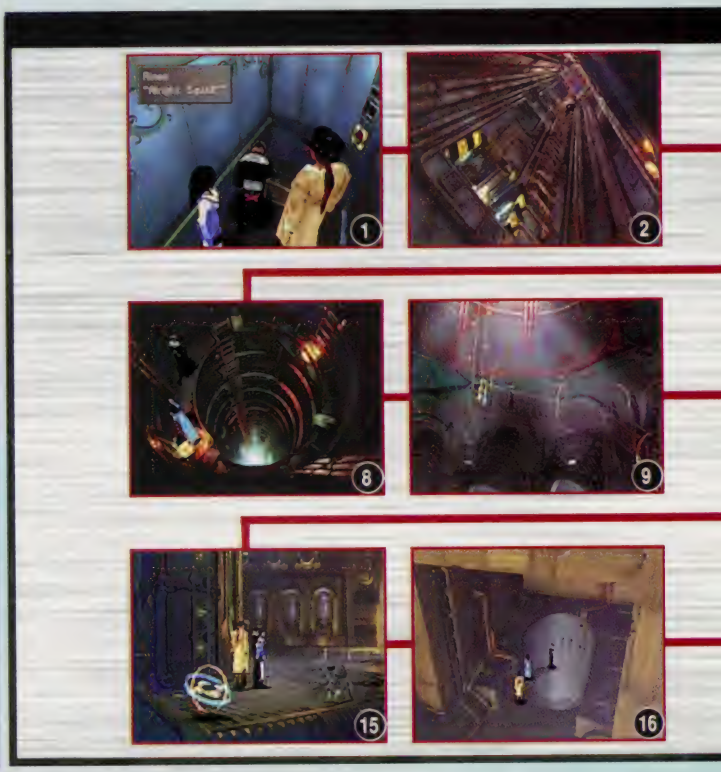
16. When you've defeated the Oilboyles, walk through the gate to the next area. Use the ladder here to get down. A cutscene of the Galbadian missiles closing in on Balamb Island will play before you get to the next area.

17. Head left to the next area.

18. You will find yourself standing in front of a gigantic mechanism of some sort. Walk forward and you'll be standing right in front of some kind of control panel. Examine the middle of it and Squall will fiddle with it for a moment and give up. Examine it again. Squall will give it one more try and then get frustrated.

Suddenly the entire place comes to life. Gears start turning and everything starts shaking. The perspective cuts back up to Cid's Office. The floor glows, and the control panel that Squall and his party were standing on shoots up through the floor. The first wave of missiles are spotted, and an FMV scene shows the entire Garden lifting off the ground and flying away just in time to avoid a gigantic fireball caused by the missiles hitting the ground where the Garden used to be.

After the cutscene and some more dialogue, talk to Cid and he will ask you to go outside to see what's going on. To leave Cid's

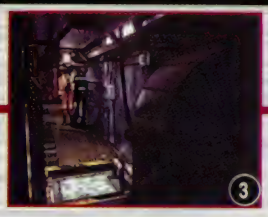


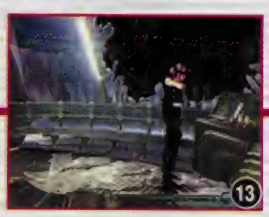
office, go down the elevator and head back. Walk back into the original elevator and you will get off at the 2F walkway. Walk out to the 2F hallway and run forward to get to that new area where you found Xu.

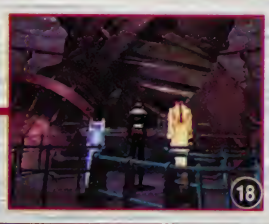
Go through the door on the far end and a beautiful cutscene will come in showing birds, clouds, and a shot of Rinoa enjoying the view if she's in your party at this point.

When this scene is done, go forward through the door to get back inside. Xu will inform you that the headmaster needs to talk to you right away. The scene changes back to the control room. Cid can't change the course of the Garden. It's going to crash into Balamb Town. Everyone expects Squall to do something about it. Squall will run up to the controls and start punching buttons and controls at random. The ship will turn, prompting another cutscene. Then everyone realizes that they're going to crash into the ocean. A new cutscene shows the Garden landing in the ocean. The perspective returns to Squall in the control room. Cid talks for a while and the scene fades to black.

Map 14 - Balamb Garden MD Level







Note: Use MD Level section on page 87 for guidance.

Chapter 5
Commander Squall

Mending the Chain of Command

An arbitrary amount of time has passed and Squall is in his room thinking. The monsters have been cleaned up, and the whole Garden Master vs. Cid situation has calmed down for now. Squall thinks some more and then falls asleep again. A very brief flashback shows Squall talking to his "Sis," who is nowhere to be seen. If Rinoa is in the party, she will wake Squall up and ask him to take her on a tour of Balamb Garden. Agree to it and exit the dorm room. If you want to see all of the dialogue between them, head over to the right to go into the Parking Garage. Rinoa will stop you for a brief conversation. Head into the garage for another brief conversation and then go back out to the promenade. Use map 15 on page 92 for help and key locations.

Special Note

If you couldn't care less about the developing relationship between Squall and Rinoa or you didn't take her with you before the missile-base mission, go straight down to the Lobby.

Head over to the right to get to Promenade B and go into the Training Center. Another conversation follows. Leave the Training Center to get back to the promenade and head down to the library. Rinoa will stop and look around, giving you a chance to walk over to the right to Library B. The mysterious woman that you saw in the Infirmary and saved from the Grenaldo in the Training Center has reappeared. Talk to her and she will ask you to try to remember her so you can talk about old times. Leave the library to get back to the promenade. Rinoa will follow you automatically.

Go back to the left until you pass the dorm entrance and get to the Cafeteria entrance. Enter the Cafeteria, enjoy the dialogue, and leave. Head to the left to get to Promenade E. There is no dialogue in the Quad, but you will find some new people there to talk to if you enter. Continue on and enter the Infirmary. Have another conversation. The Doctor will ask you to tell Cid to come to the Infirmary the next time you see him. Leave and go down to get to the Lobby. A faculty member will accost you here and tell you to you go down to Level B1 to talk to the enigmatic Garden Master. Run up to the elevator and get on.

You will end up in a new area with an unusual floor. When you walk in, you will hear Cid arguing with the Garden Master. Your third companion will walk in to see what's going on. One of the anonymous faculty members is shown pushing Cid around. When Cid is done yelling, talk to him. He will tell you to visit him in his office later and leave.

The faculty member returns and tells you to follow him. Junction your party to the max and walk over to the left. Here, you will discover everything that is wrong with the Garden. Master NORG is an impatient Shumi tribesman who put up the cash for the Garden and thus feels that he owns it. The reason for all of the recent strife was that NORG's solution to the Edea problem was to appease her by turning SeeD and Cid over to Galbadia. His plan went wrong. Before losing his temper completely, he tells you that Cid and Edea are married and a battle begins.

Boss Battle:
NORG

There's not much more to say to someone when they've decided to put your head on a silver platter and send it to Edea. When the battle begins, NORG is encased inside the safety of the NORG Pod. To break him out, you will need to do around 2,000 points of damage to the top part of the pod. The right and left orbs on the pod are harmless until they turn red, at which point they will cast powerful magic on you. If an orb turns red, hit it once or twice to make it change color as soon as possible. In the first phase of this battle, you will need to keep the red orbs at bay while working the top of the pod. Eventually the top part of the pod will blow open and NORG will be exposed. If you're in good health, use Carbuncle to cast a Reflect spell on everyone as NORG's primary means of attack is casting offensive spells. Before doing anything to NORG, be sure and Draw Leviathan and check for other spells you might be short on. When you're ready to take NORG on, hit him with Diablos for 2,000+ points of damage and physical attacks until he goes down.

New Guardian Force

Leviathan comes readily equipped with an Elemental Defense X's 2 junction. While it is relatively weak in the ability junction department, it does have a new refining ability for support magic and its Auto Potion is downright handy, particularly when used with a character that is equipped with both Counter and Cover. Using the Boost ability in battle, you can get Leviathan's summoning ability maxed all the way up to 200% if you have the skills.

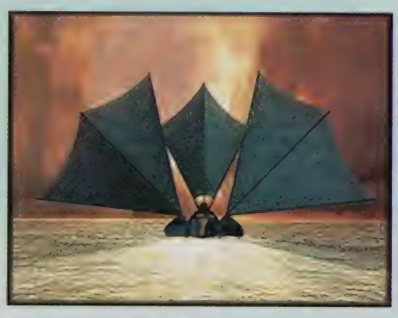
When you're finished battling NORG, head back to the right and enter the elevator. This will bring you back up to the Lobby. Go left and enter the Infirmary from Promenade E. Tell the good Doctor that you need to talk to Cid and walk into Infirmary B. Ask Cid about everything and then go back out to the promenade.

All Ellone

Go out to the Lobby and Xu will come running down the stairs from the elevator. She is on her way to warn Cid that a Galbadian ship is approaching. Head up to the elevator and go out to the 2F Deck. A Galbadian ship has pulled up along the side of the Garden.

Three people in uniforms ask for Cid. They inform Squall that they are Edea's SeeDs, are unarmed, and are coming aboard. They jump up and ask for Cid again. Cid shows up and they tell him that they've come to take Ellone away to a safer place. Cid agrees and asks Squall to find her. Squall remembers Ellone from his last Laguna Loire experience as the young child. If you gave Rinoa a full tour, you already met her in Library B. Ellone is the mysterious woman you met at the Infirmary and saved at the Training Center. Run back to Library B to find Ellone again.

When Squall talks to Ellone, he discovers that she is somehow responsible for his dream sequences. She hopes that through him, the past might be changed. Xu walks in to take Ellone back to the Galbadian ship. Ellone walks up to Squall and whispers into his ear and walks off.



The next sequence shows Ellone getting on to the Galbadian vessel and sailing away as Squall thinks to himself about his need to be independent. The scene fades.

A Big Fish

Squall is once again awakened by Rinoa staring at him. She wants him to take her for a walk. You can't stay in your dorm room forever, so agree with her and go outside. Run down toward the promenade, and Cid will ask you to come to the Bridge over the intercom.

You will automatically end up at the Bridge, and a humorous cutscene will show the Garden crashing into a tower and creating a horrible dilemma for a local fisherman. Cid asks you to be the Garden's official representative to Fisherman's Horizon. Squall grudgingly accepts. Head back down the elevator. You will be joined by your party members in Cid's office. One of them tells you that you can get to Fisherman's Horizon by going out to the 2F Deck. Take the elevator down to the second floor and head out to the deck. Use map 16 on page 94 for help and key locations.

When you get outside, you will see that the Garden is already docked to Fisherman's Horizon. Three people from town will greet you and warn you not to get into any fights while you're in "FH" as they call it. When the conversation is over, keep on heading right on the Bridge and a brief cutscene of the area will kick in and pan back to another section of the makeshift bridge. Head down the stairs and to the right to get to the next area.

Continue right and one of the men you talked to earlier will ask you if you want to go down. Say yes and he will operate the elevator for you. When you get to the bottom, continue moving to the right until you get to the large dish in the middle of FH. Run down the stairs here to get to the Mayor's house in the middle of the dish.

Continue down the stairs to get to the Mayor's house. Go inside and upstairs. Here you will talk to the Mayor who makes it clear that he is not comfortable with a large mercenary force being docked to his town. Squall gives him the lowdown on their situation and the Mayor offers to send technicians along to help them out. Head back to the Garden

Card Strategy

Before entering the Mayor's house, head to the right. Here you will meet the former headmaster of Galbadia Garden, Martine. If you challenge him to a game, he will have Level 7 boss cards.

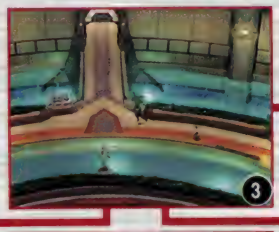
When you're going up the stairs, a man will run past you shouting about Galbadians. Run back to the Mayor's house. The man will be telling the Mayor that a large group of armed Galbadians have arrived at the station. Talk to everyone and run back up to the top of the dish. Flo will follow you up and ask you to take responsibility for the Galbadians. Mayor Dobe walks up and tells her that SeeD won't be able to deal with the situation without resorting to violence, then heads over to the right to attempt to reason with them. Random Galbadian forces will attack you until you've defeated the next boss.

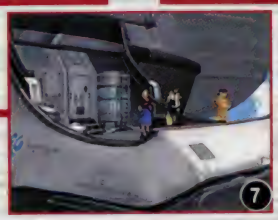
Monsters

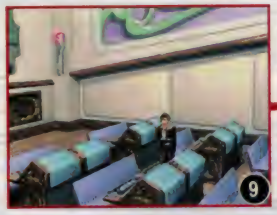
SAM08G
Elite Soldier
G-Soldier

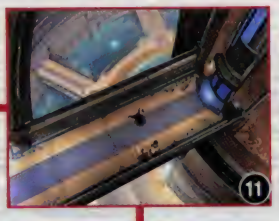
Map 15 - Balamb Garden 2

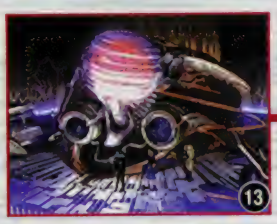
Balamb Garden can fly. Bet you didn't see that one coming. The overall layout of the Garden hasn't changed much, but a few new areas have been added and Square Soft has done you the favor of leaving those tiresome hallways that connect the Promenade to the first floor areas to your imagination. They have been removed. Everything up to Front Gate Hallway A has been removed as well, so we've changed its name to Front Gate. There are some new Draw Points and card players of note. You will also be able to challenge the CC members to card duels at this point.

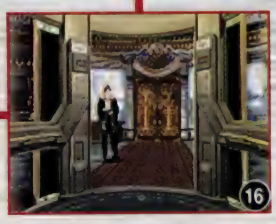


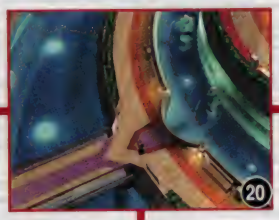


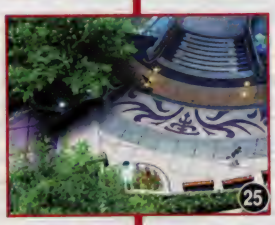


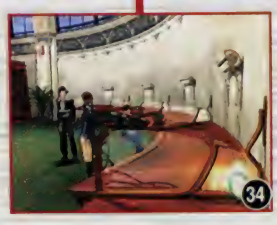












1. Cafeteria A
2. Cafeteria B
3. Promenade C
4. Squall's Single
5. Promenade D
6. 2F Hallway B
7. 2F Deck
8. Bridge
9. 2F Classroom
10. 2F Hallway A
11. 2F Walkway
12. Cid's Office
13. B1 B
14. B1 A
15. Elevator
16. 3F Hall
17. Promenade B
18. Garage
19. Promenade E
20. Promenade F
21. Lobby
22. Promenade A
23. Training Center A
24. Training Center A1
25. Quad A
26. Infirmary A
27. Front Gate
28. Library A
29. Training Center A2
30. Training Center B
31. Quad B
32. Infirmary B
33. Library C
34. Library B

1. Cafeteria A
The Draw Point here has changed over to Demi spells.

3. Promenade C
You can find the Clubs suit CC member at this location and at promenades B and D as well. You have to beat Jack first to challenge him.

4. Squall's Single
You can still save and rest in Squall's room.

6. 2F Hallway B
This is new area leads out to to the Deck.

7. 2F Deck
This is the area that you will exit the Garden from when docked to Fisherman's Horizon. When you are not docked, head over here to find a card player with Level 7 boss cards.

8. Bridge
Talk to Nida when you want to move the Garden somewhere else. This will put you on the overland map. Challenge Xu after you've defeated the Spade CC member to play cards against the Queen of Hearts.

11. 2F Walkway
After you've defeated the Diamond Princesses, challenge the man closest to the elevator to play the Spades CC member.

12. Cid's Office
Cid's old office has an elevator in the middle of it leading up to the bridge.

13. B1 B
This is the domain of the Garden Master. After he has wrapped himself into a coccoon, you can draw Bio spells from the broken NORG Pod. If you look carefully at the glowing coccoon, you should be able to see the Draw Point.

15. Elevator
When you enter the elevator, you will have to choose what floor you're going to now. B1 leads to the basement and home of NORG. 2F leads up to the classroom and the deck. 3F takes you up to the Bridge area.

21. Lobby
Two CC suits will show up here. Talk to the man who walks back and forth and challenge him. This is Jack, the first member. After you have defeated Clubs, talk to the girls who always walk up to the directory and start talking there. They compose the Diamonds suit.

26. Infirmary A
Before you can challenge the final CC member, the King of Cards, you will have to go to the infirmary and challenge Dr. Kadowaki. You don't have to play her, you just have to hear what she says. Return to your dorm room and rest. If you have companions, you'll have to ask them to leave first. The King will wake you up for the final card confrontation.

27. Front Gate
Formerly Front Gate Hall A, there is little point to visiting this area as you will only exit from here when the Garden lands; an event that happens automatically.

29. Training Center A2
Come here after you've defeated the Queen of Hearts. You will find the Joker CC member here. You will have to defeat him before you can play the King. If he isn't there, just leave the screen and come back until he shows up.

Map 16 - Fisherman's Horizon

This small town is governed by Mayor Dobe, a pacifistic idealist who rejects violence of any kind. It seems kind of odd that the man at the end of the docks upgrades weapons for a living.

Follow the Mayor to the right. Keep on heading forward, and you will see the Mayor getting roughed up by an Elite soldier in the next area. When the option comes up, choose to go and save him or your companions will make the decision for you.

You will run down into the Town Square and confront the Elite soldier. Two G-Soldiers run up from behind and a battle commences. Shuffle off their mortal coils for them and you will be attacked by the amazing BGH251F2.

Boss Battle:

BGH251F2 TAKE 2

It takes a licking but keeps on ticking. Not only has this machine taken a pummeling from your party at the missile base, but it somehow managed to survive that massive explosion as well. The BGH now has fewer Hit Points, but its gatling cannon appears to have been damaged for the better as it dishes out a lot more Hit Points than before. Blind this scrap heap and the rest of the battle should be a cakewalk. Be sure to use Mug to steal the rare Adamantine item from this boss.

When the battle is over, the BGH will fall into the ocean and Selphie's party will climb up out of the water. Apparently they hitched a ride on this nigh-impregnable vehicle in order to survive the explosion. Everyone else will head home but Rinoa will stick around for a while for a conversation. Talk to her and then talk to the Mayor.

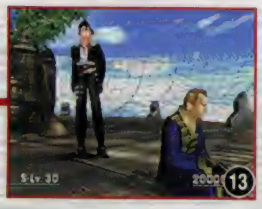
Head back to the Garden and you will meet up with Irvine. He will tell you that he talked to Cid and that the technicians are already fixing up the Garden. He asks Squall if it's alright to have the technicians fix something else as well. Squall agrees, as long as it's nothing too big and Irvine will start following Squall. Squall turns around and asks him what he wants. Irvine says that Selphie is depressed and that he should go talk to her. Continue heading back to the Garden.

1. Bridge A
2. Bridge B
3. Elevator A
4. Elevator B
5. Artisan's House
6. Docks
7. FH A
8. Stairs
9. FH D
10. FH C
11. FH B
12. Mayor's House
13. Martine
14. Train Station
15. Town Square
16. Hotel Room
17. Hotel Lobby
18. Mayor's House 1F
19. Mayor's House 2F

5. Artisan's House
The magazine near the left wall is an issue of Timber Maniacs.

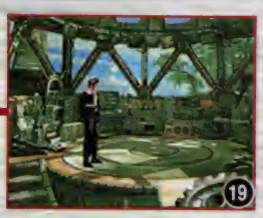
6. Docks
There is a weapon shop at the end of the dock. For a humorous scene, keep on talking to the young fisherman in the boat.

11. FH B
There is a Regen Draw Point and a Save Point in this area.



13. Martine
Play Martine for Level 7 boss cards. After getting the Rinoa card from General Caraway, you will need to come back here and play Martine until you get your Ifrit card back.

14. Train Station
There is a Haste Draw Point at the station.

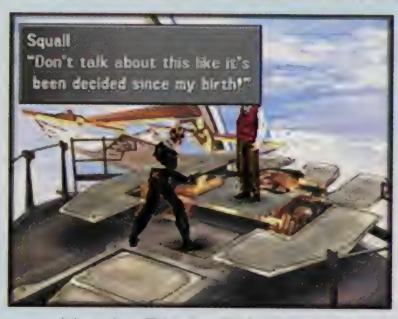


16. Hotel Room
There is an issue of Timber Maniacs on the floor by the beds.

17. Hotel Lobby
The woman at the desk sells items.

19. Mayor's House 2F
Examine the lower right hand corner for a rare Ultima Draw Point.

The New Garden Commander



Go inside and head down to Quad B. Talk to Selphie and eventually Irvine will take over. Cid will call you up to the Bridge via the intercom and you will automatically go there. Squall finishes his report and tells Cid that the Galbadians were searching for Ellone. Cid gets on the intercom to announce that the Garden is going to be used as a mobile base to fight against the Sorceress. He then announces that Squall will be the leader of the operation. Squall freaks out and the scene fades.

We see Squall thinking too hard in his room for a moment, and the scene changes over to the rest of his companions. The stage has been repaired and Selphie is putting together the band. Unfortunately, the various music pieces that she had for the composition got mixed up. Irvine will audition Zell, himself, Selphie, and Quistis in order to get the pieces together. You can pretty much put anything together that you want. The scene will cut back to Squall who is still thinking too hard in his room. He gets bored and decides to leave.

Exit the dorm room and Rinoa will be waiting for you outside in the hallway. Talk to her and go to the concert with her. You will find yourself back in FH at the stairs leading down to the Mayor's house. Only this time, a huge flashy stage has been set up. Have a man-to-man talk with Irvine, who will run back to the stairs to talk to Selphie. Talk to Irvine again and go down the stairs.

Here you will be treated to whatever musical composition or disaster that you put together. When you gain control of Squall again, head over to the right and look at the magazine. This will set off a conversation between him and Rinoa that will end with her walking off. The scene fades and Squall wakes up in bed again.

Squall is told to report to the Bridge over the intercom. Head over to the elevator and take it to 3F. Walk into Cid's former office and take the elevator up to the Bridge. Quistis, Xu, and Nida will applaud Squall's recent promotion and report to him on their current situation. The Garden is up and running again and ready to go at any time. Xu recommends that you check up on Balamb as it is a coastal town and Edea may be going there next. Talk to Nida (we prefer to call him Captain Nida) to take control of the Garden for the first time.

The Side Quests

Now that you can finally troll around in the largest Final Fantasy vehicle yet, you will have the opportunity to go to a number of areas for special items and encounters. Most of the major side quests can't be completed until Disc 3, but there are a few cards and special items that you can get a hold of now.

Special Note

To move ahead with the plot of the game head to Balamb Town and turn to the next page.

Deling City Card Strategy

You can get the Rinoa card from General Caraway by returning to his mansion and challenging him to a game. Before he is willing to part with Rinoa's card, however, you must lose Ifrit to him. Just use Ifrit and the four worst cards you have in your deck. Lose intentionally and in the next game, Caraway will play his Rinoa card. To get your Ifrit card back, go back to Fisherman's Horizon and challenge Martine to another game.

If you missed out on the May issue of Weapon's Monthly back at the end of Disc 1, you can get it now by going through the secret door in Caraway's mansion. Keep on heading to the right after you get down the stairs until you get to Sewers L (See Map 10). A new door has opened up here. Cross the bridge and run over to the right. Hit ✖ by the ladder to cross over to the other side. Go left to get the magazine. If you keep on moving to the right and use the ladder, you will get to the truck with the crates that you used to get up to the sniper point in Disc 1. For some reason, you can't use the ladder that comes down from Caraway's mansion to get back up. When you're ready to leave, head over to Sewers L and use the wheel to get across to the other side. Keep on moving forward and then take the ladder up to Gate House 1F.

Timber

You won't get anything special for this quest, but go to Timber and head to the Folding Bridge Area. A young girl is playing down by the train tracks. She trips and falls. Run over and talk to her. The screen will fade and you will end up in the Timber Hotel Room with the little girl. Talk to her. She will thank you for saving her and then run out of the room. A model train pulls up on the left wall. Examine in it and you will see a news article about your exploits. If you haven't been here yet, there is a copy of Timber Maniacs on the table.

Battling the Card Club

You will be able to challenge all of the CC members in Balamb Garden at this point. The first is Jack. You will be able to find him in the Lobby walking around the directory.

The second member is Club. He tends to hang out near Promenades B and C.

The third CC suit is Diamonds. The Diamond suit is actually held by two young women who will walk up to the directory and stand in front of it in the Lobby.

The fourth suit is Spade. Challenge the man who is standing closest to the elevator on the 2F Walkway.

The Queen of Hearts is Xu. Head up to the Bridge and challenge her to a game. She has the Carbuncle GF card.

The second-to-last suit is the Joker. Find him in Training Center A2 and challenge him to win a Leviathan card and an upgrade to your Battle Meter that tracks GF combat statistics.

The King of Cards is Quistis. She will only appear as the Card King when you challenge Dr. Kadowaki to a game and then go back to your dorm and sleep. You don't have to play the Doctor. Just listen to what she says. If you have companions with you, tell them to leave you alone when you go to bed and then examine the bed again. Squall will go to sleep by himself and Quistis will wake him up in the middle of the night to challenge him. Defeat her to get the Gilgamesh card.

Odin

For details on getting this unusual Guardian Force see page 125 in Chapter 8.

Balamb Town

Head back to Balamb Town. The layout of the town hasn't changed, so just use Map 04 on page 61 if you need to. Head straight up to the North and you'll hit Balamb. Fly up to the front entrance and enter it. Talk to the guard and then walk around long enough for him to get suspicious. After some conversation, Squall will say that he has some information on Ellone. The guard will let you in.

To do a good deed, head into Zell's house and talk to Ma Dincht and her friend. Talk to the hyperactive kid and he'll run off. Head over to the front of Balamb Hotel and talk to the guards. They won't let you in until you find their Captain. Now head over to the entrance of the Train Station. Talk to the woman at the item shop. Before selling you anything, she will tell you that someone has been sleeping behind the trucks at the docks. Head to the docks and go around behind the trucks. Examine the area until you find the Tabloid Guy. Buy the Silver information and he'll tell you a kid could sneak out of town.

Now head down to the docks on the next screen forward and talk to the guard by the dog. He'll tell you the Captain was just fishing and ran off to eat his catch. Head back to Central Balamb and go into the old man's house. Talk to the kids and the Rascal will run out to check on her parents. Follow him out and go up to the Town Entrance. Go up to the guard and talk to him. Don't hit ▲ again until the Rascal is done talking to the girl's parents. Run back to the previous screen. You will be able to leave town any time you want now by talking to the Rascal.

Head over to Ma Dincht's place and she will tell you that a man ran in and cooked up some fish. Run down to the docks. The dog will catch the Captain's scent and run off. Follow it to the Train Station and the dog will sniff out the Captain for you. It's Raijin. Run back to the front of the Hotel, but make sure all of your junctions are secure first. Just make sure you don't have Thunder or Air junctioned to your elemental attacks. Bio is the best magic to equip if you have any.

Boss Battle:
FUJIN AND RAIJIN

When you get to the Hotel, run up toward the guards and some conversation will follow. Shortly after that, a boss battle with Raijin and two soldiers will begin. Take down the soldiers and then blind Raijin with a spell or status junction attack. This will render him almost completely harmless. Keep on hitting him until he goes down. The party will then run into the Hotel and confront Fujin. Unfortunately, Raijin makes some kind of miraculous comeback and runs inside. While his stats don't seem that different, he seems to use his special move more often. Blind him again but don't completely ignore him as he always seems to hit when he uses his special. Before attacking Fujin, be sure and Draw Pandemonium from her before you start attacking. If she has any other spells on her that you want, knock Raijin out of the battle before Drawing them. If you're going to use GFs against them, be sure to avoid Quetzalcoatl as this will heal Raijin. Diablos seems to be the most effective GF summons for this battle. When you've defeated this duo, you will receive Combat King 002. Read it the first chance you get as this will add a new move to Zell's list.

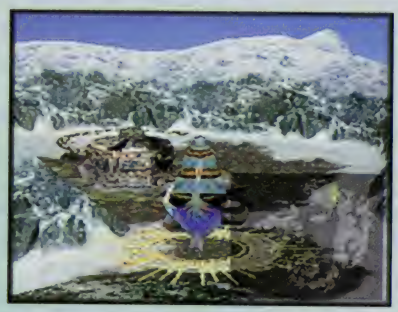
New Guardian Force: Pandemona

You got Pandemona. Learn Boost first and then focus on Elemental Defense X's 2. Pandemona is the first GF that can learn a Speed junction. Initiative is a useful ability that will allow a character to start each battle with a full action bar.

After the battle is over, Squall's party will talk to Raijin and Fujin and the scene will automatically change back to the Bridge of Balamb Garden. Selphie shows up and suggests that they go to Trabia Garden.

Card Strategy

Once you've liberated Balamb, go back to the town and challenge the man standing in front of the Hotel to a game of cards. He has the Pandemona GF card.



When you're ready to move on, take the Garden over to Trabia. The best route is to head North, just off of the Eastern coast of Balamb, until you hit the Southern Coast of Trabia. Follow the Trabian coastline to the left until you get to a beach. Use the beach to get on to the Trabian Continent and head Northwest. You should fly over some patches of snow-covered trees. When you get to the last bit of forest, turn to the West and you should see Trabia nestled in the mountains. Exit the Garden and walk over to it.

Trabia Overland Monsters

Everywhere: Bug Bite, Gayla

Tundra and Snow: Mesmerize

Snow Covered Forest: Snow Lion & Blue Dragon

Power-Up Tip

If you've acquired Shiva's Doom skill at this point, you can get a ton of experience and AP by going into the forests and using it to defeat Snow Lions. If you're lucky and come across any Blue Dragons, Draw 100 Drain spells from them. You'll like what happens when you junction Drain to your status attack.

Enter the ruined Garden and Selphie will climb the netting to get over the gate. Follow her up. The rest of your companions will join you on the other side. Irvine is worried and wants to go join Selphie up ahead. Move forward to get to the next area. Talk to Selphie and her friend. Selphie will tell you to go wait for her on the Basketball Court. To get the August Issue of Weapons Monthly, take about five steps down from the Draw Point by the Gargoyle statue and search the debris in that area.

To get to a Zombie Draw Point and an issue of Timber Maniacs, move toward the upper right of the screen to get to the Graveyard. Return to the area where Selphie is talking to her friend and go left.

To see more of Selphie, head back down to get to the previous area. Her friend will tell you that she went to the Graveyard. Go to the Graveyard, listen, and go back to the main area. Head left again. You can head over to the right and then run back to the left

Map 17 - Trabia Garden

1. Trabia C
2. Trabia A
3. Trabia B
4. Basketball Court
5. Gargoyle Statue
6. Cemetary
7. Entrance
8. Trabia D

The ruined Trabia Garden is a pretty small area but there are a few goodies worthy of note. When you're done looking for items, just head over to the Basketball Court.

3. Trabia B

Talk to the man reading the book here twice and he will tell you someone has written, "Take five steps from the Gargoyle statue," in their diary. Head over to the Gargoyle statue.

5. Gargoyle Statue

There is a Thundaga Draw Point in front of the statue. After you've talked to the man in Trabia B, take about five steps down from the statue and examine the area. You will find the August issue of Weapons Monthly.

6. Cemetary

There is a hidden Zombie Draw Point between two of the graves on the right. Examine the area to the left to find an issue of Timber Maniacs.

7. Entrance

To get over the broken gate, examine the green mesh that is draped over the door.

to see Selphie cheering up some youngsters. Just keep on going to the left until you get to the Basketball Court.

You will meet the rest of your companions here. They will talk for a short while and you will regain control of Squall. To make Selphie show up, attempt to leave the screen by going back to the right. A discussion will follow and there will be a huge flashback concerning the past. You will discover the truth about GFs, Squall, Ellone, Edea, and the connections all the Garden students share. At moments, you will gain control of a translucent Squall as everyone returns to memory lane and he attempts to catch up. Just follow everyone to get to the next scene. If there is nowhere to go, talk to everybody and more dialogue will follow.

Eventually, the flashback will conclude and everyone will leave the Basketball Court. Talk to Rinoa for a second and the scene will fade to black. You will find yourself in the Garden on the overland map. For a clue on finding the old Orphanage, hit ● to get back to the Bridge. Talk to Quistis. Xu will chime in and tell you that there is a Lighthouse on the Southern tip of Centra, the Continent farthest to the South.

Talk to Nida to get the Garden moving on the overland map again. The quickest way to get to the Lighthouse is by heading up North until you cross over to the Southern side of the map. Go to the Westernmost point on the Southern continent and you will see the Lighthouse.

Squall's First Test of Command

A beach is on the East side of the peninsula. If you get out on the overland map, Squall will recognize the Orphanage but he won't go in. He will say that he senses something large is nearby. Apparently Edea has gotten her wish and made Galbadia Garden into her own personal base. Get back into the Garden and look at the woods to the Northeast to see it. Now might be a good time to save your game. Fly over to the menacing looking Galbadia Garden, and one of the greatest battles in the history of Final Fantasy begins.

When you get close, Nida will tell you to take a look and hand you a pair of binoculars. A cutscene depicts a blurry picture of Galbadia Garden in the distance. It is time for Squall to give orders. Keep your orders simple. Call your companions to the Bridge, prepare for the attack, prepare for the defense, and set up protection for the Junior Classmen.

When your friends arrive, talk to Quistis. Select a party and get into the elevator. An ominous cutscene of the Galbadian Garden moving through the forest will cut in. You will get off at the second floor. Talk to the people there and Squall will give them orders.

Head back to the elevator and go down to the first floor. Head left from the Lobby to get to Promenade D. Keep on running forward until a group of cadets and SeeDs block the way. Head left to get to the Quad.

Go down the stairs and you will find Zell, who is already barking out commands and delivering quick speeches to the cadets. Zell runs down the next flight of stairs. Follow him down and he starts talking to the next group. Talk to Zell and he will pull you aside for a moment. He wants your ring for some unknown purpose. When Squall gives it to him, he lets it slip that it will make Rinoa happy and takes command of the Quad group again. Rinoa will show up and join Zell's team.

Head back up the stairs and Nida will tell you to get up the Bridge. The perspective reverts back to the Bridge and Nida tells you to look. A cutscene shows the massive Galbadia Garden flying over the forest. Seifer is looking out at you. Squall tells Nida to keep on going. Another cutscene of Galbadian motorcycles cuts in. Seifer gives the command to launch and they use rocket packs to jump over to the Garden. The bikes are shown riding through the Quad.

Monsters

G-Soldier	Elite Soldier
Paratrooper	GIM52A

The Gardens collide and the scene reverts to Zell's party. Equip Zell's party and head over to the left. Continue down the corridor and Zell will stop for a moment to give the ring to Rinoa. The third party member urges them on. Go down to get outside. Another cutscene shows Rinoa getting knocked off the side of the walkway as the Gardens collide once again. She is just barely holding on to the edge of a rock embankment. Zell will tell Rinoa to hold on and another cutscene will show Galbadia Garden making a close flyby. Zell will end up in the Quad again.

Head up and out to the promenade. Go to the Lobby and you will see Squall's team running toward the entrance. Zell will tell Squall what's happened to Rinoa. Just then, Nida announces that Galbadians are attacking the classroom where the Junior Classmen are hiding. Suddenly a CG cuts in of the Galbadian Garden heading straight for Balamb's entrance. Squall decides to go save the children first. He appoints Zell to help Rinoa. Another CG shows the enemy Garden slamming into Balamb.

Run forward and head up to the 2F Classroom. Be sure to junction up your new team before running into the classroom. When you go inside, a cutscene depicts a group of Galbadian paratroopers using Galbadia Garden's flying powered armor suits to get to the classroom.

A battle will break out between four paratroopers and Squall's party. Don't underestimate these guys. Between their Demi spells and their status attacks, they can cause a lot of trouble, especially as there are four of them to contend with at once. It's highly recommend that you junction Silence to your status attacks in order to prevent the paratroopers from using magic. Junction Slow and Silence (if possible) to your status defense as they are rather fond of these spells. Bio will work well for the fight, but it's not recommended that you keep it on afterwards, as you will have a lot of GIM52As to contend with and they are immune to poison. Stick with Thunder, Earth, or Water elemental attack junctions, whichever you have the strongest supply of. If Irvine is in the party, his Dark Ammo limit break will work wonders for the situation.

When the battle is over, head over to the right and talk to the SeeD who is huddled over the younger cadets. Squall will tell her to take them somewhere safe, and Nida will request that you head up to the Bridge at Dr. Kadowaki's request. Exit the classroom from the door in the upper left. Head toward the 2F Hallway. Galbadia Garden will ram Balamb again.

Enter the hallway and go to the elevator. Ignore the pleas of your fallen comrades and head up to the Bridge. Kadowaki suggests that it is time to reverse the assault on Garden and make an offensive move. It is decided that Balamb will ram Galbadia back in an attempt to ground and board it. Zell shows up and says that he couldn't help Rinoa. Squall's companions tell him to go out and help her. The Doctor tells Squall that he needs to do something important, and he follows her up to the Bridge. Kadowaki tells him to give a morale speech to the troops. Squall delivers a whopper.

The butt kickin' music comes on, and the Doctor gives the order to ram the Galbadian Garden. The Gardens crash to the ground, and Squall's friends are shown running out of Balamb Garden to confront the enemy. The perspective returns to Squall who is just getting down from the Bridge elevator. Head to the main elevator and go down. You will end up on the second floor. A female student is asking you to find Mark. Run out to the 2F Hallway and talk to Mark.

Squall will tell the kid to get out of there and will suddenly be confronted by a Paratrooper in powered armor who knocks him around a little. When Squall gets backed into the escape hatch, he will get a list of options. Choose to look around for another option. Examine the door behind him. Another list of options will come up. Press the button for the emergency exit, and the trooper will ram you just as the door opens sending the two of you tumbling outside. This will cause an amazing fight scene to start. Squall and the Paratrooper are hanging by a rope from the flying armor as a huge battle rages below.

When the fight begins, hold down ■ to block. When you get a good look at the action, immediately retaliate with a punch when the Paratrooper hits you. If the Paratrooper blocks as well, let go of the ■ button and hit him with a punch. He usually drops his guard just as your punch connects. If he keeps on wailing on you while you block, retaliate with a kick to slow him down. Don't be embarrassed if you lose this one the first few times. It's pretty hard to concentrate on this battle when there are so many amazing things going on in the background. If you lose, you will get the option to retry. Keep trying the battle without the extra health, unless you've been going at it for far too long. When you reduce the Paratrooper's life bar to zero, he will fall off the suit and Squall will swoop in to save Rinoa.

The two of them land in one of the most amazing animated battle scenes of all time. Keep running to the left until you get to an entrance going into Galbadia Garden. Rinoa thanks you and starts talking about the ring. Suddenly a GF Naming screen comes up and you will get really excited. Confirm whatever name you choose and exit, but remember that we will be referring to it as "Griever" in the future. Unfortunately, you won't get to see the point of this little naming session until the end of the game. Griever will not appear in your GF menu. Attempting to make Rinoa wait outside is futile as she is now determined to fight at your side. Enter the complex with Rinoa in tow.

Witch Better Have My Money

A short conversation follows and Irvine walks in. Squall gives a speech and a Character Select screen pops up. Select and equip your party and head over to the right. Take another right at the opening in the middle of the corridor. Take the stairs up to the second floor. You will see Raijin and Fujin standing at the entrance to Level 2. Don't worry about your junctions. Just go up and talk to them. Seifer's friends have given up on blindly following him. Head over to the left. Go enter the room on the right side of the corridor. Talk to the student to get Card Key 1.

Exit the room and go back to the stairs. Head down to the first floor and walk out into the corridor. Walk back to get to the starting area with the Save Point. Head left and enter the door on the left side of the hall using your newly acquired Card Key 1.

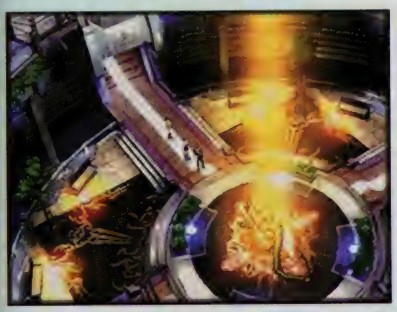
This will put you in the Skating Rink. Run forward to the next area. There is a Draw Point with Protect spells in the goal. For a humorous battle, run around in the Skating Rink until you get attacked by hockey players. Head out of the rink and take the door to the right to get to the next area.

Enter the door on the right side of the hall to get into a classroom. A student here will give you Card Key 2. Exit the classroom and head down the corridor. A door will unlock and you will find yourself back at Right Wing B. Continue heading down to get to the starting area with the Save Point.

Head over to the right to get to the next corridor. Take a right at the entrance on the right wall to go back up the stairs. Head up to Level 3. Run up the stairs to the door. Card Key 2 will unlock it. This will put you up on the roof of Galbadia Garden. Run down the stairs and you will be standing above the Tennis Courts. The

party will automatically jump down to the first floor when you approach the edge.

If you explored Galbadia Garden thoroughly on your first visit, you should recognize the area. Go to the left to get to the next area and head down. Continue running down this corridor and you will eventually get to the Forward Hall Entrance. Continue on to get to the central area.



There is a large three-headed beast sitting in the middle of the room. This is Cerberus, an extremely useful GF. It won't attack you unless you get close. Save your game, make sure your junctions are in good shape, and move toward Cerberus. Examine it to start the battle.

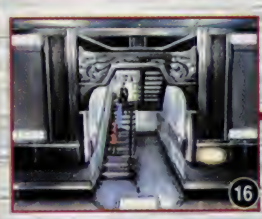
Boss Battle: CERBERUS

Aside from keeping a few Cura spells handy, there isn't too much you can really do to prepare for Cerberus. Just make sure you don't junction Thunder or Wind to your elemental attack. Otherwise, Cerberus' Hit Points are relatively low for a boss at this stage of the game. Using support magic is futile, as Cerberus will usually cast Triple and then Dispel. If your party is doing 500 to 1,000 points of damage with each physical attack, you shouldn't need to use magic anyway. If you're having trouble, Draw/Cast Triple and cast Triple Demis on the boss to bring its Hit Points down before finishing it with physical attacks. Just keep on hammering Cerberus until it goes down. Due to its powerful physical attacks, drawing 100 of the new Triple spells from Cerberus may prove to be difficult but we highly recommend you make the effort, as this is a very difficult spell to find. Cerberus also has Quake spells which can be found relatively easily on Disc 3.

New Guardian Force

Cerberus is another GF that doesn't do damage when summoned. Instead, he automatically casts Double and Triple spells on everybody. This can be devastating when used to cast powerful attack spells like Demi on a boss or powerful enemy. It can also be handy when it becomes really important to afflict a highly magic resistant enemy with a status spell. Cerberus has a lot of ability junctions, but not too many special abilities. Alert will prevent you from getting hit by back attacks, but that's about it. Learn the ability junctions first and then pick up all of the status attack and defense junctions.

When you've defeated Cerberus, head over to the left to the next screen. Enter the hall on the left to get the third Card Key from the student. She will give you Card Key 3 and you will be able to



2. Back Entrance – This is where you enter Galbadia Garden. You could actually get here on your first visit, but you couldn't open the doors on the right and left. This time the door in back that leads to the forward wing is locked and requires Card Key 3 to open.

3. Auditorium – This is where you have to go to fight Edea after she sinks through the floor. There is a Double Draw Point hidden at the base of the podium.

4. Left Wing B – The door on the far end of this corridor requires Card Key 3 to open.

7. Forward Wing C – There is a Shell Draw Point in the middle of the fence on the far side. The door to the right leads to the back entrance and requires Card Key 3 to open.

8. 2F Loop – There is a Save Point in this area.

18. 3F Stairs – The door at the top of these stairs requires Card Key 2 to open.

20. Elevator – The elevator leads up to Edea's Chamber and requires Card Key 3 to operate.

30. Central Area – Guardian Force Cerberus stands in the middle of this area. There is a Save Point to the lower right. When you defeat Cerberus, you will once again have access to the hidden Haste Draw Point in the middle of the room.

31. Right Wing A – The door leading out on the far end to the central area requires Card Key 3 to open.

32. Right Wing B – There are two locks in this hallway. The one on the far end of the hall requires Card Key 2 and the one to the left requires Card Key 1.

36. Skating Rink B – There is a Protect Draw Point at the goal.

37. Locker Room – There is a Life Draw Point on the upper right side of this room.

1. Left Classroom
2. Back Entrance
3. Auditorium
4. Left Wing B
5. Empty Room R
6. Jumping Point
7. Forward Wing C
8. 2F Loop
9. Reception Room
10. Empty Room L
11. 2F Dorm A
12. Rooftop
13. Forward Wing B
14. 2F Hall
15. Edea's Chamber B
16. 1F Stairs
17. 2F Stairs
18. 3F Stairs
19. Forward Wing A
20. Elevator
21. Edea's Chamber A
22. Card Key Student 1
23. 2F Dorm B
24. Card Key Student 3
25. Forward Entrance
26. Card Key Student 2
27. Right Classroom
28. Empty Room L
29. Left Wing A
30. Central Area
31. Right Wing A
32. Right Wing B
33. Left Classroom
34. Entrance
35. Skating Rink B
36. Skating Rink A
37. Locker Room

Map 18 - Assault on Galbadia Garden

Galbadia Garden has gotten a lot bigger since the last time you were there. This time you will be entering the Garden from the Back Entrance (formerly Forward Wing D). Unfortunately, the door that leads to the interior is locked and you will need to collect 3 Card Keys to get into the interior and take the elevator up to fight Edea. The empty rooms and classrooms in the Garden are just fillers. You won't find anything special in them.

unlock the elevator on the second floor. Head back the way you came until you get to Forward Hall A. Go up the stairs and then take a left to get to the elevator. Junction Bio to your elemental attacks, heal up, and junction Slow to your elemental defense. You can save your game before moving forward to confront Seifer and Edea. We highly recommend that you do so as fighting Edea the second time is one of the more challenging boss battles up to this point. When you move forward to the next screen, Seifer will talk to you for a moment and the first stage of the boss battle will begin.

Boss Battle:

SEIFER 2

In the first battle, you will fight Seifer. He has strong physical attacks and frequently attacks with a move similar to his old Limit Break, "No Mercy." Just Draw/Cast Haste from him at the beginning of the battle and hit him until he goes down. Attempt to steal items from him before he goes down. Seifer is a little bit tougher than he was last time, but with a party of three you should be able to take him down with physical attacks alone.

When the battle with Seifer is over, Edea calls him a worthless fool and sinks through the floor. Squall notes that the auditorium should be directly underneath this room. Head back to the elevator and walk into it. This will take you back to the second floor. Head back and then go right when you get to the next area. Make sure the party is healed up and ready to go, and run around the circle to get to the auditorium. Junctioning Slow to status defense is highly recommended.

Boss Battle:

SEIFER AND EDEA

Fortunately, you won't actually have to fight both Seifer and Edea at the same time, even though both are present. Seifer is much weaker now than he was during his first battle. His regular attacks have become slightly stronger but in our encounters with this battle he has never used his special attack. Think of him as a power-up opportunity. Summon Cerberus first and then use the Triple effect to cast Shell and Protect on the entire party. Draw/Cast Haste from Seifer and take him out with physical attacks. If he has managed to reduce your party's Hit Points to a significant degree, use the Triple effect to cast Cura or Curaga on everybody.

When Seifer falls a second time, Edea will start attacking you. Wait for her first attack. She usually hits you with Maelstrom right off the bat. It's a potent spell that inflicts multiple status attacks on you including Darkness and Slow. If she doesn't cast Reflect on herself, have each member of the party cast a triple Demi on her. This should reduce her Hit Points to less than a quarter, and you will be able to finish her off easily with physical attacks. Use the weakest of your attackers to cast Esuna on every member of the party using Triple if she got you with Maelstrom, as Darkness will prevent you from using Limit Breaks.

Be sure to Draw Alexander from Edea before you start attacking after you blast her with the Triple Demis. Don't worry about defeating her by "accident" with the Demis. You would have to cast them forever to reduce her Hit Points to one and then zero.

Don't worry if your Hit Points start to get low. Limit Breaks are just what the doctor ordered to knock her out quickly. If she does cast Reflect, Dispel it as quickly as possible and follow up with the Triple Demis. The biggest mistake you can make in this battle is to resort to your former tactics and cast Carbuncle. Edea usually deals with this by casting Reflect on herself and then casting nasty spells on herself which will bounce off of her and nail you. Reflect spells only reflect magic that has been directed at you. Keep this in mind for future battles as it is certainly a useful trick.

When Edea falls, there is a real-time cutscene full of pink smoke and people moving in slow motion. Squall sees Rinoa walk over to Seifer and cradle his head in her arms. He gets up and walks away from her and she passes out. After the effects finally wear off, Edea gets up and addresses Squall and his companions. She seems to have reverted back to the matron of their youth. One of your party members will call your attention to Rinoa and say that something is wrong with her and the screen fades to black. Congrats. You're done with Disc Two.

New Guardian Force

Quick! Load up that CD and check out your new toy when Squall visits Rinoa in the Infirmary. Alexander's list of abilities looks pretty small at first, but it has some seriously useful skills to learn. Elemental Defense X's 4 is an incredibly potent defensive junction and will eventually allow any character with Alexander to become invulnerable to just about every elemental attack. We recommend you start off by learning Boost (as always) and then pick up the High Magic Refining skill before moving on to Elem-DefX4. High Magic Refine works just like Quetzalcoatl's Mid Magic Refine, but converts elemental and curative magic to the highest level of each. This will allow you to clean out all of those weaker spells that have probably begun to take up valuable space in your magic list.

Chapter 6
The Sorceress Who Loved Me

No No! I'm really a Good Witch

Squall wakes up worried about Rinoa and he goes to the Infirmary. Quistis' voice on the intercom tells him to go to the Orphanage at once. Head out of the front entrance and go Southwest to get to the Orphanage. Walk forward to get inside the ruined house.

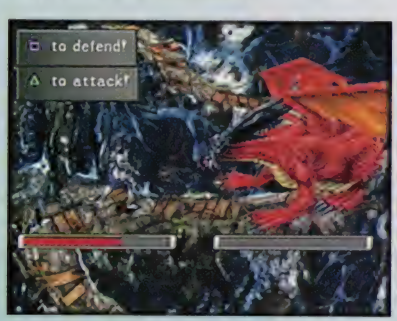
There is a Timber Maniacs issue in here near the right wall. Cid will walk in and talk to you for a moment. To get to a room with a Curaga Draw Point, enter the left door. Otherwise, follow him out to the right and you will get to meet Edea. She has been possessed all this time by a Sorceress from the future named Ultimecia. Keep on talking to her until she repeats herself and then attempt to leave the area. She tells you that Ultimecia has some kind of bizarre plan to compress time using Ellone's unique ability to connect people to the past. Edea believes that Ultimecia released her so that she could possess the soul of Adel, the woman responsible for that Sorceress War you've been hearing so much about.

After listening to Edea, Squall rants about Rinoa for a moment, and the perspective shifts back to the Bridge of the Garden where he has just finished briefing everyone on the current situation. Their next move is to find Ellone.

When you regain control of Squall, head down to the Infirmary to visit Rinoa. Doctor Kadowaki will exit the lab and leave you alone with Rinoa. Before doing anything, set up Squall and your two lowest-level characters with junctions and magic. Walk into Infirmary B and examine the bed. Squall will start freaking out and talking to Rinoa and then suddenly pass out for yet another Laguna experience. This time, you will have the opportunity to junction two characters to Ward and Kiros. This will determine the spells and junctions that they all get. Squall is automatically junctioned to Laguna. Use those two lower-level characters that you just equipped and exit the Menu screen.

Show Time

The next scene shows Laguna being encouraged by his friends to take on an acting role for a really low-budget film. They are quite broke and desperately need the money. The screen goes black and Laguna freaks out about the costume he has to wear. In the next area, Laguna is talking to the Director, wearing armor that makes him look suspiciously similar to the main character from Sword of Vermillion.



The Director needs someone to play the part of the dragon. Ward and Kiros show up at the perfect time. The Director offers to pay them for the part. They agree and run off. The Director and the two actors walk down to the next screen. Following a horrible acting scene and a delayed dragon, the real thing suddenly shows up. It takes a while for everyone to realize this, but eventually the Director and the Actress run off, leaving Laguna to face the Dragon alone. Suddenly, a fighting minigame kicks in. Laguna has to defend himself from the Dragon long enough to escape. The key to winning this battle is to wait for the Dragon to recover before deciding what to do. If it just stands still for a moment, use ▲ to attack. If it rears back, hit ■ to defend. This one isn't nearly as hard as the previous fight between Squall and the Paratrooper.

Once you get the Ruby Dragon's life bar down to zero, Laguna will run away. The Dragon jumps down and blocks his escape route. Fortunately, Ward and Kiros show up just in time to throw him his weapon. The screen will go black, and you will have the option of attacking or waiting for a moment. Choose to wait for a moment and junction your best Wind and Fire magic to your elemental defense. When you exit the menu you will be on a screen near a Save Point. Save if you want to, but you can probably handle the Dragon without any major problems. Just head over to the right when you're ready. Use Diablos and physical attacks to take it out. Laguna and Company eventually have to run because there are more dragons. The scene shifts to the upper part of the cliff, and Laguna sees a floating tower off in the distance.

In the next part of the flashback, Laguna is talking to Edea about Ellone. She's been kidnapped by Esthar soldiers. The screen goes black again and Ellone talks to Squall. She's been attempting to change the past so that her mother won't have to die alone with her newborn child.

Squall wakes up back in the Infirmary. He cries out to Ellone to help him figure out what's wrong with Rinoa. He then puts two and two together and realizes that Edea would be the best person to ask about the whereabouts of the White SeeD Ship that Ellone departed on. Head out to the Lobby and go outside through the front entrance. Head Southwest again to get to Edea's house. When you arrive, go back to the same area where you talked to her before. She will tell you that the ship is probably in one of the inlets on the Centra Continent, and she will give you a letter that you need to get the crew of the White Ship to trust you. Talk to Cid and he will tell you the history of the White Ship.

Card Strategy

Challenge Edea for the Edea character card and then Cid for the Seifer character card. Cid doesn't appear to be willing to offer up his Seifer card until you've defeated Edea, so challenge him second. If you've come across that icky Random rule at this point, you will definitely want to save your game first.

Super GF Power-Up Tip

Fly as far East on the continent as you can get. You will eventually run into a mountain range that prevents you from moving the Garden any further. Search the mountains in the area for a passage large enough for you to travel through on foot. This will allow you to get to a desert area. Here you will fight Abyss Worms and Cactuars. The Abyss Worms have Tornado and Quake spells. Both are powerful magic spells and will do wonders for your Strength and HP. The real reason to visit this area are the Cactuars. They have minimal Hit Points, almost always run away from you, and are worth 20 AP a pop. If you're fast enough and accurate enough, you can usually get at least one of these guys before they run away. Squall never misses, so if you have any speed junctions or enhancement abilities, be sure to apply them to him first. By returning to this area frequently, you can max out your GFs' abilities in no time.

The inlet where the White Ship is hiding is to the Northeast. Look at your map. Centra Continent actually consists of several small continents that look like they were shattered by a meteor. Directly to the Northeast from the Orphanage there is a passage that leads into the middle of the smaller continents. Enter this passage and hug the coastline to the left of your ship. This should lead you directly to the ship. Just keep an eye on the coastline. If you don't occasionally turn your view to the West, it's easy to miss the opening to the inlet.

When you get near the White Ship you will automatically board it and talk to the White SeeD Leader. Squall tells him he wants to see Ellone but the Leader tells Squall that he has no reason to trust him. Eventually, he asks Squall to leave and walks away. Follow him to the next area and you will meet up with Watts and Zone who were both saved by the White SeeD.

Card Strategy

You can play Watts again to get the Angelo card if you missed it the first time. Run up the stairs to get to the bridge. If you have the Girl Next Door magazine, talk to Zone twice and he will ask if he can have it. Don't be greedy. Just give it to him for free and he'll give you a GF Renaming item and the Shiva GF card.

If you want information, talk to Watts and he'll tell you about the SeeD ship. Otherwise go down the stairs on the lower right from the area that Watts is standing and you will automatically talk to the White SeeD Leader again if you got the letter from Edea. Squall will give him the letter and a conversation follows. Hit the Draw Point in the lower left for some Holy spells. Talk to the Leader again and he will tell you what happened to Ellone. The perspective jumps back to the Bridge, and Squall tells his crew that their next location is Esthar. Talk to Quistis and she will tell you what you need to do to get to Esthar. You will have to walk along the broken-down railroad line from Fisherman's Horizon (FH).

Special Note:

If you need to return to the White Ship for any reason, just move toward it and you will automatically board it again. You can hear more about the Great Hyne if you walk over to the left and talk to the teacher a few times. When you're ready to leave, just talk to the kid standing to the right in the starting area.

The Railroad Journey

Fly the Garden up North to the Eastern Tip of Galbadia. There is an island with a beach here that you can use to jump the Garden up North onto the Galbadian mainland. From here, get on the Northern side of the railway bridge that runs East of Galbadia and head to the East. You will run into FH eventually.

When you get to FH, Squall is shown in the Infirmary picking up Rinoa and carrying her out on his back. He intends to take her all the way to Esthar by himself. Squall walks her out to the deck and you regain control for a moment. Keep on walking to the right and the scene will slowly fade to black.

Squall the stud is shown walking along the railway bridge with Rinoa on his back. He stops for a moment to take a rest and contemplate his lot in life. Eventually he gets up. Walk over to Rinoa and examine her. The scene fades and Squall continues his journey.

Eventually he meets up with his friends who have been waiting for him. They tell him that they are going to Esthar as well and that they are Edea's escort. Edea shows up. Talk to her and she will tell you that she is hoping to meet Dr. Odine of Esthar so that he can help her get rid of her power in case the wicked witch of the future, Ultimecia, attempts to control her again.

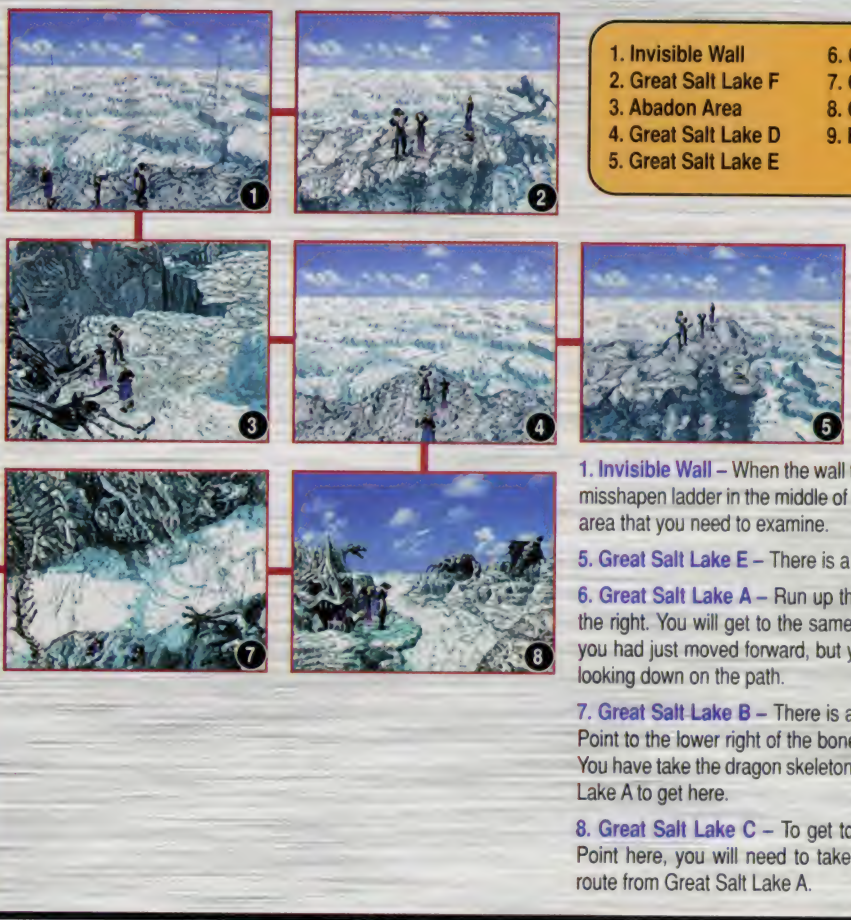
Squall will pick up Rinoa again, and the rest of his companions will show up from a scouting mission. They had no luck searching to the North or South, so they recommend going East. The Party Member screen pops up and, ye gads, Edea is a new playable character.

Temporary Party Member

Edea won't be with you for the rest of your quest, so she only has one Limit Break and you won't be able to upgrade her weapons. Her stats probably won't compare that favorably to your regular characters, and she's probably at a lower level than the rest. Surprisingly, she isn't a strong magic user, so don't expect her to be doing 9,999 points of damage with a Firaga spell. In fact, there is really no good reason to put her in your party except to check her out. She will automatically be a member of your party at a later point in the game, so you might as well focus on leveling up those members of your party that need it.

Map 19 - The Great Salt Lake

This is a relatively small area, but it has a shortcut and a couple Draw Points worth mentioning. The only creatures you will encounter here aside from an easy boss are Revenant, Lefty, and Righty. The best way to handle these monsters is to Silence the Lefties and Revenants first, and then Blind the Revenants and Righties.



1. Invisible Wall
2. Great Salt Lake F
3. Abadon Area
4. Great Salt Lake D
5. Great Salt Lake E
6. Great Salt Lake A
7. Great Salt Lake B
8. Great Salt Lake C
9. Entrance

1. Invisible Wall – When the wall flickers, you can see a misshapen ladder in the middle of the screen. This is the area that you need to examine.

5. Great Salt Lake E – There is a Save Point here.

6. Great Salt Lake A – Run up the dragon skeleton on the right. You will get to the same area as you would if you had just moved forward, but you will be on a ledge looking down on the path.

7. Great Salt Lake B – There is a hidden Meteor Draw Point to the lower right of the bone bridge on the ledge. You have take the dragon skeleton route from Great Salt Lake A to get here.

8. Great Salt Lake C – To get to the Thundaga Draw Point here, you will need to take the dragon skeleton route from Great Salt Lake A.

Head due East from the station and you will bump into an empty lake basin and enter a new area. Following some grim conversation about what must be done if Edea gets possessed by Ultimecia, the Party Select screen pops up for no good reason and you will regain control of Squall.

Run up to the next screen. There is a large skeleton of a dragon to the right. Run up its skull and across its back. Head to the right and you will enter the next area. If you had taken the regular path, you would have ended up down below. Search for a hidden Meteor Draw Point to the right. Head forward across the bones and you will get to the next area. There is a Thundaga Draw Point that you'll most likely want to ignore. Go to the edge of the cliff and you will have the option to jump down. Jump and head forward.

You will get to the edge of a cliff. Head to the right to get to a Save Point. Go to the left to continue on to an area with a boss. Junction up for an undead boss and head over. Don't use Drain for your status attack as this will cause damage to you, and don't use Death as this is futile. Be sure to put Confusion on your status defense as Abadon is rather fond of this spell. When you attempt to move forward, a large skeletal creature will jump up from the cliff to the left.

Boss Battle:

ABADON

This boss is pretty easy to beat. Abadon's physical attacks will occasional cause characters to get cursed, preventing them from using Limit Breaks. When Abadon stands up, its resistance to physical attacks goes up tremendously and it starts using magic on you. Typically, Abadon will just attempt to use Blind and Confuse. If one of your characters gets Confused just Draw/Cast Esuna to remove it. Don't even bother using physical attacks on Abadon, and just ignore it when you get Blinded. The best way to kill Abadon is to simply Draw/Cast its own Curagas against it. If you haven't already picked up 100 Flare spells for everybody, now is a good time to do it, as this boss really isn't that dangerous.

Map 20 - Life in a Big City

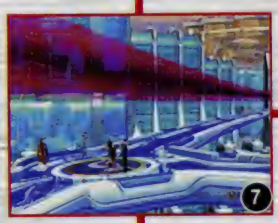
Centra City is both large and confusing. This is primarily due to two crossroad areas where one road goes over another one. To make the experience less confusing, we attempted to do a map that shows the exact orientation of areas to one another. Familiarize yourself with this city on foot as you will need to find specific areas when the Lunatic Pandora flies overhead and all of the transport pads will be broken.

3. Palace Entrance A
Not that it's worth cluttering up your magic inventory at this point, but there is a Blizzard Draw Point just to the right of the guard to the left.

9. Crossroads A
Enter this area from areas 8 or 10 and talk to the guard standing in the middle of the walkway. Shortly after this, another guard runs across the bridge and stops. Talk to him to get Combat King 004.

11. Centra Road G
There is a Curaga Draw Point to the upper right after you get up to the top of the second flight of stairs.

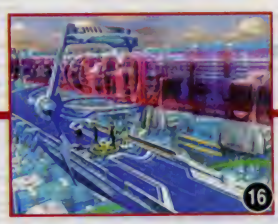
15. Market Plaza
The shops here offer a lot of items that you may have missed. Kate's Book Store has all of the Weapons Monthly issues except for issue number one, Combat King's 001 to 003, and Pet Pals Volumes 1 and 2. You can also pick up Pet Pals Volumes 5 and 6 at the Pet Shop and a number of useful GF items. The two item shops and the junk shop are all fairly standard. Cheryl's Store is always closed. Occasionally the shops will give you gifts when you select them. This appears to be completely random as even Cheryl's Shop will sometimes give you something for stopping by. Typically, you get a high potion, but we have received a Mega Phoenix and a rare item called the Rosetta Stone that teaches GFs the Ability X's Four skill.



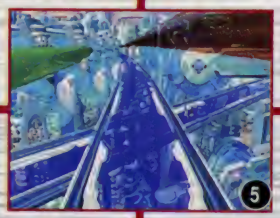
16. Centra Road I
There is a Save Point at this location.

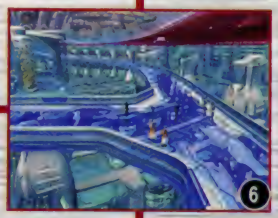
20. Odine Lab Entrance
There is a Quake Draw Point in this area.

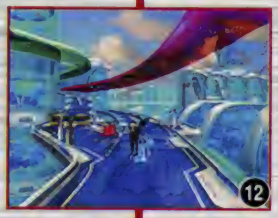
21. Entrance B
You can rent a car at this location for 3,500 Gil by examining the panel in front of the elevator.

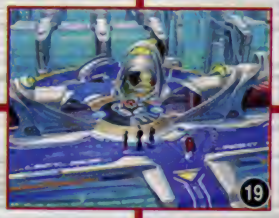


1. Palace Entrance B
2. Centra Road A
3. Palace Entrance A
4. Centra Road B
5. Crossroads B
6. Centra Road C
7. Centra Road D
8. Centra Road E
9. Crossroads A
10. Centra Road F
11. Centra Road G
12. Centra Road K
13. Airport Entrance
14. Centra Road H
15. Market Plaza
16. Centra Road I
17. Centra Road J
18. Right/Left Walkway
19. Entrance A
20. Odine Lab Entrance
21. Entrance B









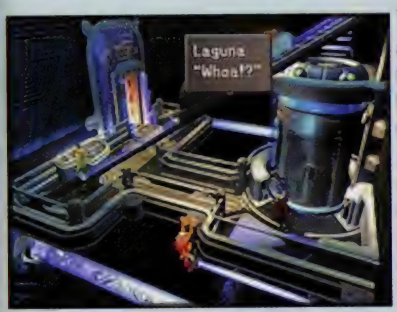
The Silent City

When you've defeated Abadon, move forward and to the right to get to the next screen. There is a strange shimmering wall just off the edge of the cliff. Walk to the middle of the screen and examine it. A door will open up on the top. Climb up the invisible ladder to get inside.

Head forward to the next screen. If you want, you can activate the panel on the left to do a systems check on one of the camouflage panels for fun. Head forward when you're done. The party will get on an elevator of sorts that begins moving immediately. Walk around for a little bit until it stops. Walk up to the panel on the black wall and it will open. After some brief dialogue, junction your GFs and magic to your two lowest-level regular party characters. Walk forward and a spectacular cutscene will kick in, showing the entire city of Esthar appearing before the party. The panel the party is standing on shoots down toward the city, and the party gets off when it stops. There will be some conversation when a new Laguna experience kicks in.

You Say You Want a Revolution?

Somehow, Laguna and company have ended up as Esthar slaves in a laboratory. A guard tells Kiros and Ward to run back to the other room, leaving Laguna with another slave and a Moomba. Talk to the guard on the right and Laguna will get in trouble. The scene will fade for a moment. Talk to the guard on the left and a mealtime signal will be given. The guard on the right tells Laguna that he can't have any food because of his big mouth, and then says that the Moomba can't eat until its work is done. The other slave gets into the elevator and goes up. The scene fades again and returns. There is some kind of trouble in the other room and the two guards run off to the left.



Talk to the Moomba and some conversation will follow. Talk to the Moomba again. Talk to the other slave on the left and something will happen upstairs. Talk to the Moomba a third time and it will ask you for a tool. Laguna will grab the tool. A guard walks in and tells Laguna to get help from the guards upstairs because of an emergency. The guard leaves and Laguna throws the tool to the Moomba. It catches the tool but almost falls off of the area where it's working. Laguna helps it out. The other worker is impressed with Laguna's compassion, and tells him that he is a member of some kind of resistance movement against the Sorceress Adel and thinks that Laguna would make a good leader for their cause. The other guard walks in and gets angry. Laguna yells at the guard to stop and a fight finally breaks out.

Amazingly enough, Laguna has somehow managed to conceal his weapon and all of the GFs that he's junctioned all this time. Take out the Esthar soldier and another soldier will come down from the elevator. Kiros and Ward will run in, followed by more guards. Follow through the conversation and you will get a chance to junction your GFs again.

In the next battle you will be attacked by a Gesper, an Esthar soldier, and a Cyborg Esthar soldier. Take out the Cyborg Esthar soldier first, as it will sometimes cast Death spells on you. When the battle is over, take the elevator up to the next area.

This is Dr. Odine's main laboratory. Walk up behind Dr. Odine (the man with the large plate around his neck) and his assistant. The two of them will talk for a while. Continue listening in on their conversation and the party will eventually run outside. Run back inside to talk to Dr. Odine after all of the conversation is finished. The first issue of Weapons Monthly can be found on the very edge of the screen to the lower left.

Dr. Odine is nowhere in sight. Go down the elevator and Laguna will automatically run out and talk to the Doctor. Some security guards rush out to attack you, and you will get into a battle with two Esthar soldiers and an Elastoid. Be sure to Mug the Elastoid for a Laser Cannon, as this item becomes something of a commodity later on. Fight your way through this one, Odine will talk for a moment, and then run into the elevator. Laguna's party will follow him outside, and he will tell them that Ellone is at the Odine Laboratory. Odine's assistant will tell you how to get there. Everyone hops into a car and drives off.

When you get to the laboratory there will be some conversation followed by a battle with two more of those dippy – looking Esthar soldiers. Put them in their place and then examine the object in the middle of this area. If you need Double spells, hit the Draw Point in the upper right first and then sit down on the object. This will cause you to hover over to the next area via the transport tube. Go up to the window and you will see young Ellone sitting in a cell by herself. Examine the console on the right to unlock the door in the area that you started in. Go back to the transport device in the other room and examine it to sit down. This will take you back to the first area. Run forward through the door that opened to get to Ellone and the end of this particular Laguna episode.

Back to the Future

The scene cuts back to where Squall's party first began experiencing the whole Laguna episode. Everyone wakes up and a large hover car pulls up. A man who looks very much like Odine's assistant from the past steps out and talks to the party. Edea tells him why they are here and Squall tells the man that he needs to see Ellone. The car drives through the city to the Presidential Palace where Edea explains why she came to Esthar. Odine walks in and says that he can exorcise Ultimecia – no problem. Squall gets into another rage about Rinoa, and the Doctor says that they will have take her to Lunar Base in order to see what Ellone can do for her.

Take the Doctor's assistant's advice to heart and familiarize yourself with the city before you head over to the Lunar Base. You will want to know the city like the back of your hand before you leave. Head back to exit the room and go to the right until you get to the front of the palace for the most elaborate "exiting a building" sequence you've ever seen. Head back to get to an intersection and then head over to the right to get to one of those transport pads. Take it to the market place. Here you will find a number of excellent stores. To start shopping, simply approach the right wall and examine it. You will have a choice of six stores to shop at. Karen's Book Store has all of the Weapons Monthly Guides except issue number one which you (hopefully) acquired recently.

Limit Break Tip

Enter Crossroads A from areas 8 or 10 on Map 20. Talk to the guard standing here and then wait for another guard to come running from the right. When he stops, approach him and he will give you Combat King 004 for Zell's Limit Break.

Side Quest: Getting the Doom Train GF

Examine your map. On the Southeastern tip of the continent, there is a location called Tears' Point. Head due East from Centra City until you get past the bay, then head to the South until you see it. Enter Tears' Point and run down the walkway until you get to an area with a statue. Just to the right of the Draw Point, there is an item called Solomon's Ring. When you get closer, you will only be able to see the item by carefully examining the lower right part of the screen. Pick it up. When you've acquired the following list of items, you will be able to Summon the Doom Train GF.

6 Remedy+	6 Malboro Tentacles	6 Steel Pipes

To get the Remedy Pluses, you will have to learn GF Alexander's Med Data skill and then Med LV Up, a refining skill that allows you to upgrade recovery items to more powerful versions. You will have to purchase 60 Remedies as it takes 10 to make one Remedy+.

Getting the six Malboro Tentacles is probably the most irritating and time consuming of these quests unless you have somehow managed to acquire 24 Malboro cards. If you have any Malboro cards, use them to make as many Tentacles as you can with the Card Mod ability, and then wander around the overland map. After fighting about 300 Mesmerizes, you will eventually meet up with the rarely-encountered Malboro (a returnee from FF VII).

You will hopefully have at least two GFs with two status defense slots at this point. Cerberus can actually acquire four eventually by learning a status attack junction and then upgrading your status defense. Junction Confuse and Berserk to every character's status defense that you can. If you actually have a status defense junction with four slots, junction Confuse, Berserk, Sleep, and Silence to it.

The reason you're going through all of this trouble is that Malboro has an attack that will inflict every single status ailment on your characters. Fortunately, the instant ones like Death and Break are on a timer that doesn't run while your characters are unconscious. Equip Item instead of GF for all of your characters. When one of your characters wakes up from getting hit by Malboro's acid attack or Sleep just wears off, use a remedy to get rid of Silence and then cast Esuna on your other party members.

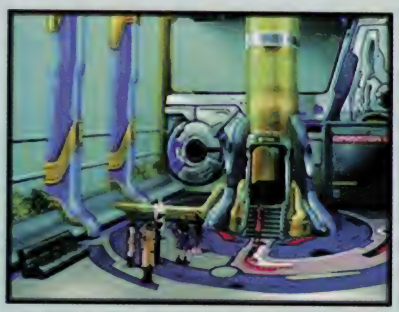
If you have a character with the four-slot defense junction, you can start using Esuna right away. Once everyone is ready to attack again, start Draw/Casting Demi on the Malboro until you start consistently doing around a thousand points of damage. It should only take 8-10 Demis to do this. Hit it with Firaga to finish it off. To get the Malboro Tentacles, you can Mug it for a couple or you can gamble and hope that it gives you several Tentacles as an item instead of Curse Spikes. Using the gambling method, we picked up eight Tentacles on our second Malboro instead of the two we got from Mugging the first one.

Hopefully you have a few Steel Pipes already just from Mugging regular enemies. If not, play people at cards in the town for Elastoid cards. You can convert these into Steel Pipes with the Card Mod ability. The guards in particular seem to have plenty of level five cards for the taking.

Limit Break Tip

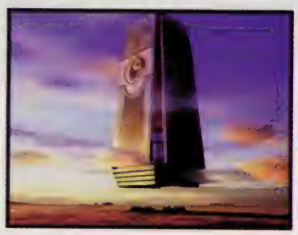
If you can, it's a good idea to pick up some extra Tentacles as this will allow Quistis to learn her Bad Breath attack for a devastating Limit Break; her best whip upgrade requires Malboro Tentacles as well.

The Lunar Gate



The Lunar Gate is actually a gigantic mass driver capable of propelling capsules from the planet to an orbital space station. It is on the Eastern side of the continent. Head over to it and enter. Head over to the left and down the stairs. Arrows on the ground will direct you to the entrance. When you walk inside, a woman will tell you to follow her. Do so and Rinoa's dog, Angelo, will show up. Squall will talk to Angelo for a moment and then head over the left. On the next screen, walk toward your party members, and the Lunar Gate Staff member will ask you if you're ready to go. Select the second option and you will get some more dialogue. Let Zell guard Edea, and Squall will have to select one other party member to go with him. Pick one and that party member will enter into the tube to the right. Follow suit and enter the tube with Squall.

A short-but-sweet sequence shows the capsules being loaded into the delivery system and then launched into space. The scene returns to Zell and his party talking in the previous room. Suddenly Angelo freaks out and runs outside. The ground rumbles for a moment. Head outside for a short clip of a gigantic tower hovering over Centra City. Head West back to the City to see what's going on.



When you get to the City, save your game at Centra Road I (Map 20 - 16) Head over to the right one screen and then head down to get to Odine's Laboratory Entrance. Talk to the man standing in front to get inside. You will recognize the lab from the most recent Laguna experience. Not much has changed. Get on the transport pad to get to the next area and walk through the door. Odine will be talking about Lunatic

Pandora with his assistant. It seems that he is familiar with this object from previous studies on it. Talk to Odine and he will show you what you need to do to attempt to stop it.

Card Strategy

Challenge Odine for the Ward character card. Ward makes an excellent replacement for Ifrit or Minotaur as a lower right-hand corner card.

Getting to the First Pandora Encounter

MAP 20 – 20 17 18 19 11 10 9 8

Monsters

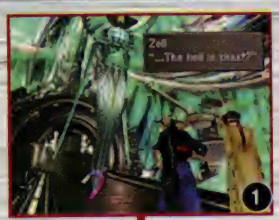
G-Soldier	SAM08G
G-Elite	GIM52Am

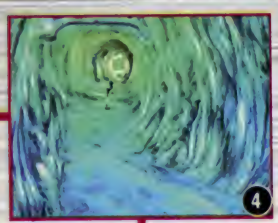
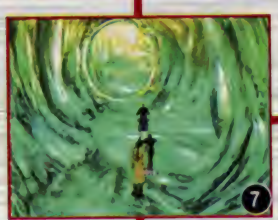
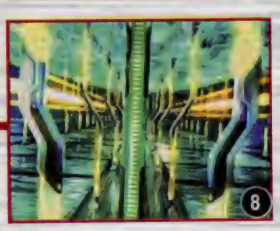
Run outside and the timer will start counting down from 20 minutes. To avoid time-consuming encounters with the Galbadians' standard complement of monsters and soldiers, use Diablos' Encounter Half or Encounter None abilities.

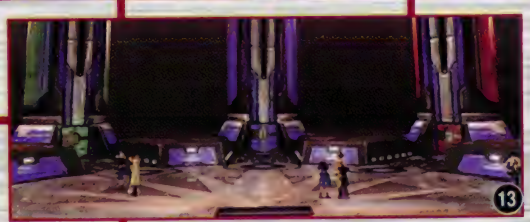
Go forward to get to the highway system, and then head over to the right two screens to get to an intersection. Go forward. Head up the stairs on the next screen and go left.

Continue going left for another two screens until you get to area eight. Use the ■ button to make sure you are at the right location. A picture will pop up showing what the area should look like. Lunatic Pandora will appear when the countdown reaches 15 minutes. If you don't get there by the time it reaches the 10 minute mark, you missed it. If you get there with a few minutes to spare,

Map 21 - Lunatic Pandora – The First Encounter





1. Exit Zone
No matter what contact point you entered the Lunatic Pandora from, when you enter this area, a strange robot will throw you off.

13. Elevator Area
There is a Curaga Draw Point in this area.

14. Pandora J
There is a Confuse Draw Point in this area.

15. Entrance A
There is a Meteor Draw Point at the very bottom of the stairs on the right.

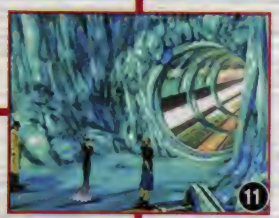
16. Pandora K
Enter all of the open doors and examine the far wall for... stuff. If you opened the middle door back during the second Laguna experience, you will get to a Silence Draw Point. If you opened the other two (see page 71) you will find some other stuff.

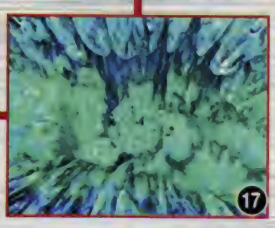
18. Pandora M
Combat King 005 is on the lower right side of the tunnel.

just turn off your Encounter ability and fight for a while. Don't worry, none of the fights should last for more than five minutes.

Special Note

If you miss Pandora the first time, head over to area five on the map. Lunatic Pandora will make an appearance here between ten and five minutes on the countdown timer. This time, you will have to fight a G-Soldier and a GIM52A in order to get in. If you miss it again, run down to area 12. It will appear in this area for the last three minutes. You will face a SAM08G and an Elite soldier. If you don't make the Pandora until the third encounter, the only thing you will get out of it is access to one Holy Draw Point.





1. Exit Zone
2. Pandora A
3. Pandora B
4. Pandora C
5. Pandora D
6. Entrance B
7. Pandora E
8. Entrance C
9. Pandora F
10. Pandora G
11. Pandora H
12. Entrance I
13. Elevator Area
15. Pandora J
16. Pandora K
17. Pandora L
18. Pandora M

If you don't manage to get on to this tower by the time it reaches the second contact point, you will miss out on Combat King 005 for Zell's Limit Break. If you don't make the tower until the second contact point make sure you don't go down any of the elevators, as you will get kicked off of the Lunatic Pandora in the Elevator Area.

When the Lunatic Pandora appears, a door will open up on the side of it and a very brave G-Soldier and Elite soldier will jump out and attack you. Defeat them quickly as you will need to finish the fight before the countdown reaches 10 minutes. That includes all of the XP and Item Award screens that follow, so if you need to take a breather, wait until you are actually inside the Lunatic Pandora. If you finish the battle on time, Zell and company will jump through the door that the soldiers hopped out of.

We'll be assuming that you've actually entered the Lunatic Pandora at the first Encounter point for now. The moment you get inside, hit the Draw Point on the right for some Meteor spells. The timer is off now, so there is no need to hurry. If you're in the mood to fight the same monsters as the ones that invaded Centra City, you can turn off your Encounter None or Half abilities now.

Head up the stairs to get to the elevator area. There are three elevators here. Don't enter Elevator 1 until you're ready to leave. Hop into Elevator 3 and head down the stairs on the right. Climb down the ladder and take a left to the next area. If the walls of these tunnels are beginning to look familiar, it's because you were here before in Laguna's Centra excavation site experience. That boulder in the floor is one of the ones you pushed as Laguna. Continue left and you should recognize those trap doors that you shook open back in Disc 1. Only this time they are on the wall instead of the floor. If you opened all of them during the Laguna experience, you will be able to get to all of the goodies inside. Just walk into each door and examine the area.

Limit Break Tip

When you're done with this, go left one more screen. There is a magazine on the floor in plain sight. Pick it up to get Combat King 005 for Zell's Limit Break.

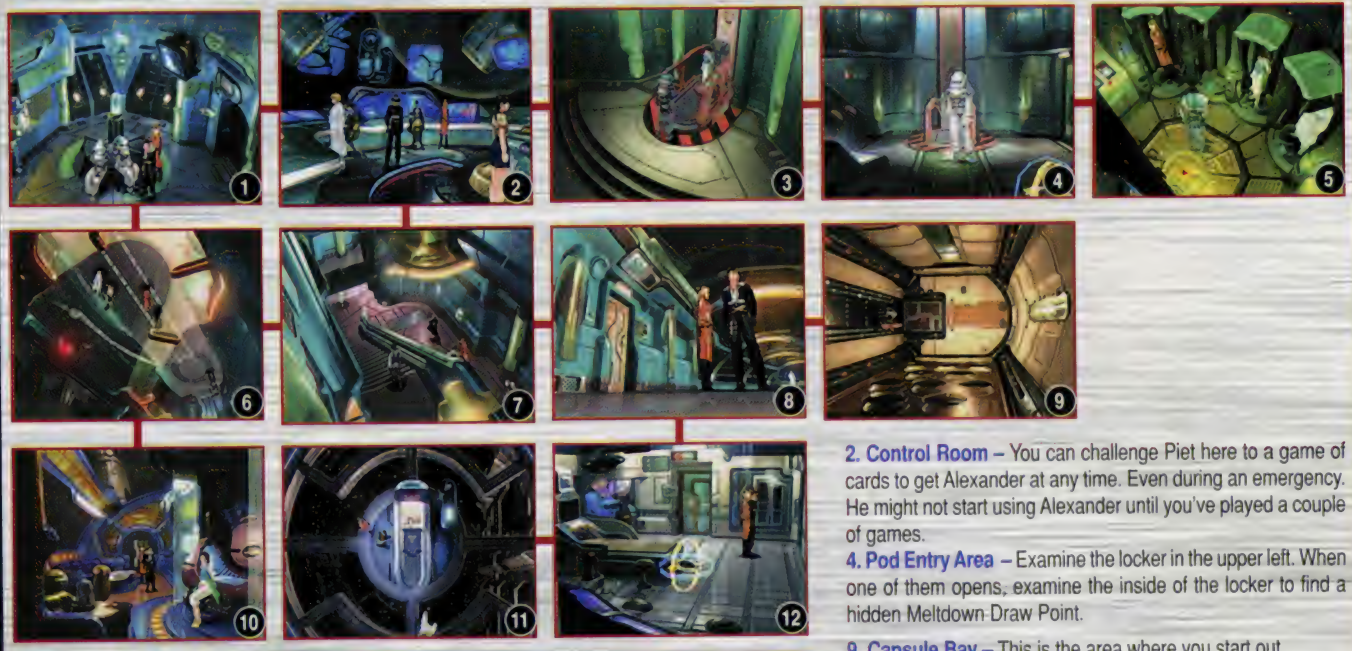
Continue right, until you get back to the ladder. Climb up it and run up the stairs. Head left until you see Elevator 3. Enter it to get back to the main elevator area. Use Elevator 1 to get to the next area. Here you will find a Draw Point for Holy spells. Run left and then forward to the next screen. Continue forward and you will meet up with some kind of monster that chucks you out of Lunatic Pandora.

Teen Angst in Spaaace

After Zell and his party get kicked off of Lunatic Pandora, there will be some conversation on a rooftop for a while and a scene straight out of 2001 will kick in. Squall's party's pods will be slowed down by a series of repulsor arrays and then gathered up by people in space suits who dock the pods at the station.

Map 22 - Lunar Base

This space station is a really small area, but the perspectives can be confusing. Lunar Base was established to keep an eye on the moon and Sorceress Adel, who has been sealed up in a hibernation device that completely blots out magic and radio signals. This is the reason that the world has been forced to use cable lines for telecommunications for the last 17 years.



1. Space Suit Lockers
2. Control Room
3. Elevator
4. Pod Entry Area
5. Escape Pod
6. 2F Corridor
7. 1F Corridor B
8. 1F Corridor A
9. Capsule Bay
10. Ellone's Room
11. Resting Area
12. Med Lab

2. Control Room – You can challenge Piet here to a game of cards to get Alexander at any time. Even during an emergency. He might not start using Alexander until you've played a couple of games.

4. Pod Entry Area – Examine the locker in the upper left. When one of them opens, examine the inside of the locker to find a hidden Meltdown Draw Point.

9. Capsule Bay – This is the area where you start out.

10. Ellone's Room – Challenge Ellone to a game of cards to get the Laguna card. Sometimes it takes a while before she finally uses the card.

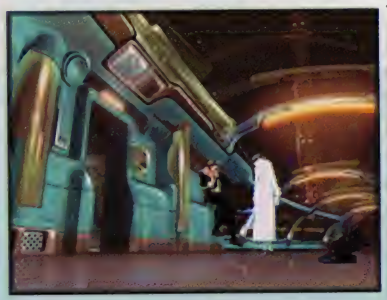
Squall and company float out of several holes in the side of the room. Suddenly, artificial gravity kicks in and it becomes apparent that the side is actually the ceiling. Unfortunately, the perspective does not shift to accommodate this new revelation. Stumble sideways over to the man in the white lab coat and talk to him. This is Piet. Piet's assistant comments about Rinoa's condition and Squall gets angry. Run over to Rinoa, and Piet will ask you to follow him to the med lab. The scene fades and Piet walks through a door to the left. Follow him in and then walk through the door that Piet and his assistant are standing next to. Rinoa will be put in a hospital bed and Piet asks you to follow him to the control room.

Exit the room and head out the door to the right. You can see Piet walking off in the distance. Follow him to the next area. Continue on past the stairs to get to the control room. Talk to the people in this area, and then walk over to the right of the party member that came with you on this trip. You will see a short clip of a camera panning up to the moon. A large cluster of red dots are beginning to form.

Card Strategy

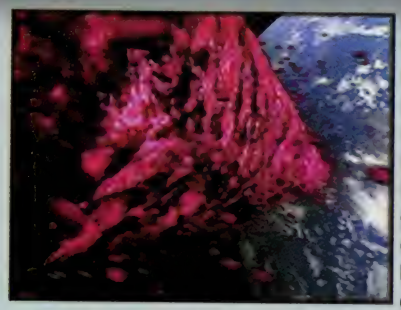
Make sure you play Piet for the Ward card and Ellone for the Laguna card as the space station's days are numbered, and you won't be able to go back.

When you're done looking at this, go back to the previous room and go up the stairs. Continue talking to the two people looking out the window in the next area to see a group of astronauts checking on Adel's sealing mechanism. When the scene is finished, continue running down until you get to Ellone's room. Talk to Ellone about the situation with Rinoa. Squall will eventually ask Rinoa to follow him and she will stand up. Head back to the corridor and go back down the stairs. When you attempt to run toward the 1F Corridor, the scene will fade. The eerie "something bad is going down" music comes on, and you will see the cover on Rinoa's hospital bed opening up by itself.



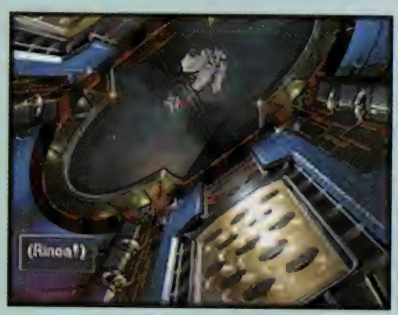
The scene cuts back to Squall. The alarm is going off. Head to the right. In the next area, a guard is lying unconscious on the floor and Rinoa is walking down the corridor in a really funky way. Attempt to approach her, and Squall will get slammed against the wall by some unseen force.

Head back to the previous area and you will see Rinoa walking toward the control room. Enter the control room. Rinoa is deactivating the seal on Sorceress Adel's prison. Rinoa will walk out once again. Talk to everyone in the room and head over to the console to the right of your other party member. The monster activity on the moon appears to be picking up dramatically. Head back out and go up the stairs.



In the next area, one of the people standing by the window will talk about the activity on the moon, and an insane cutscene will kick in showing the monsters gathering together at one point and then being blasted in a gigantic column toward the planet. This is the Lunar Cry phenomenon. When the scene is finished, go through the door by the guard lying on the ground.

You will be in the Space Suit Locker Room. Walk up to the airlock and Squall will attempt to talk to Rinoa who leaves without saying a word. Head over to the lockers in the upper right hand corner and examine them. A locker will pop open. Walk in and examine the space suit and Squall will put it on. Go back over to the airlock and enter it from the left. Squall will go outside.



You will see Rinoa floating away toward a massive bay door. Push forward to fly toward her. Three figures will come flying through, and eventually the bay door will shut after Rinoa has left. Just fly back and you will be back in the locker room.

Go outside to the 2F Corridor and a humorous conversation will follow with the three men in space suits. Run forward to get down the stairs and then run into the control room. Talk to Piet and a scene showing Rinoa releasing Adel will cut in. Rinoa is then blasted away into space.

Talk to Ellone. Follow her to the right and get on the elevator. The elevator will go down and another cutscene will show the monsters and a bright gleaming object raining down on Tears' Point.

When the scene ends, follow Ellone to the right to get to the escape pod. Talk to Ellone some more and Piet will tell you to get into the harness. Squall gets in and a cutscene shows their pod escaping just before the expanding pillar of monsters from the Lunar Cry destroys Lunar Base.

The scene returns to the pod and the screen goes white. Ellone has succeeded in bringing Squall into Rinoa's past. You will see two scenes of the recent past from Rinoa's perspective. The scene fades back to the pod and Squall says that they went too far back. Ellone apologizes and sends Squall to the time just after the battle with Edea. It turns out that Rinoa has, in fact, been possessed by Ultimecia.

Leap of Faith

The perspective returns to the pod. Ellone and Squall will talk for a moment, and then she will send him to the most recent past. Following a long cutscene, Squall wakes up in the pod again. He will talk to Ellone for a moment and then go outside to find Rinoa.

A really basic minigame begins. Rinoa can be seen spinning in the distance. Use the analog stick or controller pad to get her centered on the screen so that Squall can catch her. Pressing the S button will speed this up. Just keep her centered until the time runs down, and a cutscene will show Squall catching Rinoa.

Following some more impressive scenes, Squall and Rinoa thwart death and probability by just happening to float near some kind of derelict space ship. They will eventually grab hold of the ship's hull. Move Squall to the upper left to get to a hatch.

Squall and Rinoa will enter the ship. Walk over to the left and Squall will see that there is breathable air in the ship. Save your game and walk forward to the next area. Squall and Rinoa take off their space suits and a conversation follows. When the conversation ends, walk through the door.

Limit Break Tip

Rinoa has mysteriously acquired a worthless Limit Break. When used, Angel Wings will cause Rinoa to grow wings and fly up into the air. She returns to the ground and, from this point on, you will have no control of her and she will cast random spells at the enemy. The spells aren't deducted from your inventory, but this won't cause you to be any less frustrated when she wastes a round hitting an enemy with Dispel for no good reason. The only benefit is that you can heal her up and she will continue to cast random magic.

Squall and Rinoa will be crossing a bridge over a large hangar when they spot a giant purple creature walking down below. They duck down and talk about it for a moment and then get back up again. Junction up and heal up. We recommend junctioning Pain to your status attacks if you have it. If you don't, Equip Silence and Blind to the two characters' status attacks. These creatures can be tough but they are also extremely vulnerable to status junctions. Head down the stairs and the purple creature will rush toward you.

Map 23 - The Ragnarock

Yes Virginia, when you're done clearing the monsters out of this ship, you do get to make it your own. The Ragnarock isn't too hard to understand except for the mysterious connection between the Elevator area on the first floor and the door at the 2F walkway, but we try not to think too hard about that.

1. Cockpit
2. Passenger Area
3. Elevator
4. Entrance Ramp
5. Corridor
6. 1F Hangar A
7. 1F Hangar B
8. 2F Hangar
9. Airlock B
10. Airlock A

1. Cockpit – This is your goal. You will have to defeat all four pairs of propagators in order to get to the Cockpit, as the elevator to it won't work until all threats in the area have been removed.

2. Passenger Area – A Gold Propagator will charge at you when you enter this area. After you defeat it you will find that it pushed you all the back to the Elevator area.

3. Elevator – A Green Propagator is standing on the elevator. It won't bother you unless you get too close. Walk towards the bottom of the screen to unlock the door that defies Euclid by connecting to the 2F Hangar area.

4. Entrance Ramp – You will find a Purple Propagator here.

5. Corridor – A Red Propagator roams up and down this hallway. There is a worthless Cura Draw Point at the end of the corridor.

6. 1F Hangar A – There is a Purple Propagator roaming about this area.

7. 1F Hangar B – Enter the small door from 1F Hangar A to find a Save Point and a Green Propagator.

8. 2F Hangar – There is a Life Draw Point to the left of the door. One of the Red Propagators can be found here.

9. Airlock B – One of the Gold Propagators can be found here.

10. Airlock A – This is the room you start off in. It's a good idea to use the Save Point here.

Boss Battle:
PROPAGATOR

Hitting these creatures with Blind and Silence will seriously reduce their ability to hurt you. They won't be able to cast magic and their physical attacks are more likely to miss than hit. Even without the status attacks, Propagators are relatively weak. Their physical attack can dish out a fair amount of damage, but it has such a low Hit Point count that you should be able finish it before it gets more than four hits in.

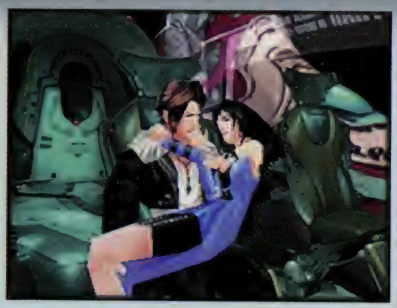
Hopefully, defeating your first Propagator wasn't too hard as there are seven more of these creatures lurking about the ship. The only thing that makes them dangerous is their ability to regenerate one another. In order to prevent this from happening, you will have to kill each monster's color counterpart before attacking any other color or they will come back to life. Head through large door in the Hangar and make a run for the door up and to the left before the Red Propagator here has a chance to fight you.

The next area is the entrance ramp. Fight the other Purple Propagator and they will no longer be able to regenerate. Now head back to the corridor you were just in and fight the Red Propagator that you avoided before. When it goes down, head back to the hangar where you fought the first Purple Propagator. Go up the stairs and you will find another Red Propagator. Fight it to get rid of the reds for good.

Head back down the stairs to the 1F Hangar. There is a small door to the right of the large door that leads out to the corridor. Walk through this door and eliminate the Green Propagator in this area. Head back to the previous area and go through the large door.

Go through the left door and then take another left. The other Green Propagator is standing on the elevator. You know what do. When you're done, walk through the door to the upper left. A Gold Propagator will charge at you and a battle will begin. Take it down and you will find that it pushed you all the way back into the Elevator area.

Run toward the bottom of the screen and you will unlock the door that leads to the 2F Hangar. Walk through it and run down to get to the Airlocks. You will be attacked by the last of the Propagators. Finish it off, and you will be able to use the elevator to get up to the Cockpit area.



Just keep on running forward until you get back to the elevator. Get on it and examine the wall. It will send you up to the Cockpit. Once you get to the Cockpit, a whole bunch of conversation will follow. Squall will contact the Esthar Airstation and get instructions to fly the Ragnarok home. Some mushy love stuff follows, and a horrifically tacky pop song will assault your ears. Not that we want you to lose respect for the man, but this is the song that Laguna inspired Julia Heartilly to write. We recommend you turn the volume down and play some Dire Straits' Brothers in Arms, or Pantera or... anything! Just make it stop!!!

Eventually this deadly audio status attack will abate. The Estharians are accusing Rinoa of being a Sorceress for her actions back at Lunar Base and want to take her away when they land. Squall finally gives Rinoa a real hug and the scene fades.

The super-cool female chorus starts playing, and Squall is thinking to himself on a blank screen. The scene will change over to the underside of the Ragnarok, which has landed back on the planet. An Esthar Administrator and a group of soldiers have come to take Rinoa away to be sealed in the same mechanism that Adel was placed in. Rinoa goes willingly and Squall does nothing to stop them.

Saving Rinoa... Again

Head back into the ship after they leave and go into the Passenger Area. Here Quistis and eventually Zell will give Squall a tongue-lashing for being a total fool. Squall decides to get Rinoa back. Attempt to exit the area and the Ragnarok will suddenly begin to fly. Everyone realizes that Selphie is probably the culprit, and the scene switches over to the bridge.

Esthar Overland Monsters

Everywhere: Imp, Turtapod, Torama, & Iron Giant

Plains: Behemoth (rare)

City Streets: Elnoyle (rare)

Fly Northeast to the Esthar Sorceress Memorial. Notice how everything in the area seems to have developed a reddish tint. That's no sunset. It's because of the Lunar Cry. The Mesmerizes and Malboros have been replaced by new monsters. Land the ship and enter the area. Run up to the stairs. The guards will let you in.

In the next area, a lab techie will get mad at you and the weapons come out. Walk over to the left and you will find Rinoa locked in the sealing device. Walk toward her and Squall will set her free. A cool cutscene follows. When the scene is over, run back to get outside. Four guards are about to confront the party when a mysterious man in Esthar robes walks up and silently signals them to stop. The guards back off and the party is allowed to escape.

President Loire

The next scene is in the Ragnarok's cockpit. Talk to Rinoa and she will tell you that she wants to go back to the Orphanage so she can be away from areas with lots of people in case she gets possessed by Ultimecia again.

Fly over to the Orphanage. It's on the Southwest tip of the Southern Continent. Enter the Orphanage and you will see Angelo walk over to the left. Follow him to get to a field of flowers. If Quistis is one of your party members, she will tell Squall that she also has feelings for him but couldn't hope to compete against Rinoa. A conversation follows between Rinoa and Squall. Zell shows up to tell Squall that Kiros has contacted them from the Presidential Palace in order to enlist their aid against Sorceresses Adel and Ultimecia. Head over to the right and attempt to exit the Orphanage to get back to the world map. Edea will tell you a little bit about her past and then gives Squall some advice. Leave and jump into the Ragnarok.

Head back to Esthar City. Go to the Presidential Palace Entrance and hop onto the transport pad. After the cutscene, go left to the next area. Continue moving left past the room where you first met Dr. Odine. You will cross a glass bridge and then get to an area with two guards standing in front of a door.

Enter it and you will meet up with Laguna Loire, AKA President of Esthar. There will be some conversation and you will get a list of questions that you can ask Laguna. If you select the fourth option and then choose the option "Let's hear it," Laguna will fill in all of the holes between the past and present via a flashback sequence. When you're ready to move on, just ask him the first question and Doc Odine will walk in to tell you their hare-brained scheme. When everyone is done talking, Laguna asks you if you're willing to take the mission.

Pick the first choice, and Laguna will talk for a moment and then exit the area in order to head over to the Ragnarok. The scene

will fade and return to the Ragnarok's Passenger Area. Laguna will rehash the briefing for you. Everything is now in place for beginning the final battle. This is the end of Chapter 6.

Side Quests

At this point you will be able to complete all of the side quests. See chapter 8 on page 125 to get the rest of the Guardian Forces.

Chapter 7
The Final Assault

Fly the Ragnarok back to Tears' Point. It's pretty hard to miss as the Lunatic Pandora is now hovering over it. Fly into the Lunatic Pandora and you will be greeted by one of the coolest cutscenes yet. After the fireworks are over, head down the entrance ramp and go outside. You may want to save your game in the Hangar B area first, as you will run straight into a boss fight.

Boss Battle:
RAIJIN AND FUJIN TAKE TWO

Raijin and Fujin greet you at the newly created front door. The deal is pretty much the same as before except they will now use support magic on one another. Again, don't attack Raijin with Thunder attacks and avoid hitting Fujin with Air elemental attacks. That rules out Quetzalcoatl and Pandora since they will hit both. These two aren't much more difficult than when you fought them the first time. If you've spent a lot of time powering up, you should have an easy time taking them down with physical attacks alone.

To the Exit Zone

MAP 21 – ❷❸❾⓭⓬❼❶

When the battle is over, head down to get to the next area. Move forward through the hole that's been punched in the barrier and then go left. If you explored Lunatic Pandora thoroughly on your first brief encounter with it, you should recognize the area you're in as Pandora A (Map 21).

Down in the lower right hand corner of the screen you will see Biggs and Wedge talking. Head over to them, listen to their humorous dialogue, and then exit by going through the door to the left. Your goal will be the Exit Zone (Map 21 – 1).

Run down the tube to the next area. You will see the upper entrance to elevator 2. Walk through the door to get in and go down to the Elevator Area. Head to the left and walk into elevator three.

Head left and then forward to the next area. We recommend you save your game here. Move forward again and you will be confronted by the same enemy that kicked Zell out of Lunatic Pandora on the first visit. Only this time, instead of throwing you out of the ship, you will be thrown into a boss battle.

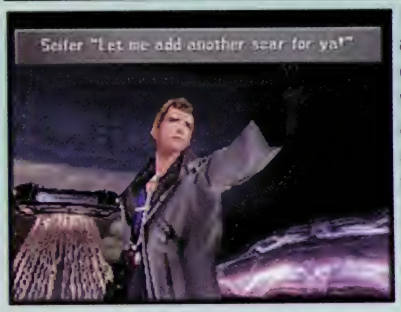
Boss Battle:
MOBILE TYPE 8

Our strategy for this boss is pretty basic and will set a pattern for the remainder of the game. Just keep one character with a powerful Limit Break ability in the yellow for health. Irvine's Armor Shot (AP Ammo) is the most reliable Limit Break for this strategy. If you have plenty of Pulse Ammo, his Hyper Shot is even better, but we recommend you save this for later. Just continuously blast away at the central unit. Attacking the laser pods is futile as they will just instantly regenerate once they reach zero HP. If you don't have any good ammo for Irvine, Squall, or Rinoa are your best bet as their most powerful Limit Breaks, Lion Heart and Wishing Star, can easily do well over a hundred thousand points of damage. The only problem is that these Limit Breaks are chosen at random, and half the time Squall only gets the Renzok.

When you're done fighting Mobile Type 8, make some space in your magic inventory for Aura spells and go forward to get to the next area. Here, Seifer's friends will desert him once again and another boss battle will begin. If you've had any trouble defeating Mobile Type 8, you may want to hold off on moving forward as this is your last chance to go back to the overland map and power up. If you feel the need to upgrade, go back to the Ragnarok and talk to Selfie in order to go back.

At this point, we had our characters at 9,999 Hit Points apiece using the Full-Life spell and HP+40-80% ability. They all had speed junctions with Triple and most of their abilities except for magic were well over a hundred. We acquired most of these spells by refining the hordes of items we had acquired and drawing them from enemies. We only had 100 Ultima spells for one character since the only way to get this spell is from Draw Points, drawing them from Ultima Weapon (suicide), or refining them from the rare Ultima Stones for one spell apiece.

Boss Battle:
FINAL DUEL WITH SEIFER



If you managed to acquire Odin before entering this battle, he will make an appearance and then attempt to slash Seifer. Odin races towards Seifer and is promptly cut in half by Seifer's gunblade. (Nnnoooo!) His sword flies through the air and is caught by the hand of some unseen entity. (Huh?) Before

attacking Seifer, draw at least 40 Aura spells for each character in your party. These powerful spells will allow your characters to do Limit Breaks at full health, and became the central crutch that we used for beating the game. Once again, Seifer truly isn't any more powerful than he was before. He's upgraded his Limit Break styled attack to hit all three of your party members at once, but if you start the battle at full health, you shouldn't have any problems. At the most, our characters were hit for 2,000 points of damage by his special attack and around 650 points by his regular physical attack. When you've just about defeated Seifer, the unusual being that caught Odin's sword shows up and wails on him for the final blow.

New Guardian Force

Like Odin, Gilgamesh is not a traditional "junctionable" GF, he instead shows up at random to pummel enemies.

Ha Ha! Fooled You

After the battle, Seifer suddenly jumps up and runs off the screen with (or to get) Rinoa, depending on whether she was in the party or not. One of your party members will show up to tell you what happened.

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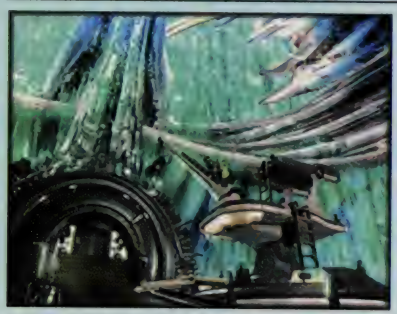


Eventually, a cutscene will kick in showing Seifer pushing Rinoa up to Sorceress Adel's containment unit. Head back to the previous screen and have a look at the crane. It's been moved and there is now a bridge to the platform that it stands on. Run up the crane to get to the ledge on the far side. Go right to get to the next area.

Go across the walkway and enter the structure on the other side. When you enter, another cutscene will show Rinoa being pushed towards the awakening Adel and a bizarre boss battle begins.

Boss Battle:

ADEL/RINOA

Adel has bound Rinoa to her lower torso. In order to win this battle you will have to attack Adel without hitting Rinoa. To make matters worse, Adel will occasionally use a Drain spell on Rinoa to heal her own Hit Points. That rules out Squall's Limit Break attacks, all GF summons, and any other attack that has the potential to hit multiple enemies. Once again, Irvine's Limit Breaks will come in handy here and you can keep him at full health this time. Just cast Aura on him and use his AP Ammo. Zell is not the most ideal candidate for this tactic as some of his moves will hit more than one enemy. Every couple of times that Adel uses Drain on Rinoa, cast Curaga to heal your wounded companion. Using Irvine's Limit Break, you should be able to finish Adel off within a few rounds.

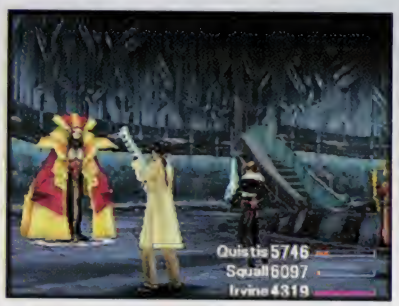
After you defeat Adel, Rinoa will be wobbling in that eerie way she does when she's in the process of getting possessed. Laguna and Ellone will show up and send her and Ultimecia back into the past. There, Ultimecia will possess a younger Adel and Rinoa will be returned to her body in the present. Laguna tells Squall that time compression is about to begin and runs off with Ellone. Suddenly, everything will start to go Salvadore Dali on you, and Squall and friends will plunge through a number of unusual scenes.

Eventually they will land in a foggy area that appears to be the Presidential Palace back in Delling City. Attempt to use the Save Point here and it will multiply into more unusable Save Points. Walk forward to go through the front door. Continue on and you will see someone who looks like Edea getting up out of the chair that she was sitting in back in Chapter 3. A boss battle begins.

Boss Battle:

SORCERESSES

You will be attacked by a series of sorceresses from other times. During combat, the scenes around you will melt, fade, and flicker. Whenever a new scene appears, a new sorceress will show up. Fortunately, getting outnumbered shouldn't be a problem as you can easily take them all down with one or two hits.



Eventually, a new type of sorceress will show up. You may want to Draw Cast Haste from this second type of sorceress just to make things move a little more quickly.

Map 24 - Ultimecia's Castle

You will need to fight eight bosses in this gigantic castle in order to get all of your powers back in time for the grand finale with Ultimecia. We have listed all of them in the map for the sake of reference but if you're having trouble finding them all, look to the walkthrough for more detailed information. Omega Weapon is NOT one of the bosses you have to defeat.

1. Castle A – You'd have to be pretty brave not to use the Save Point here before facing off against Ultimecia.

5. Clock Tower C – To get to Tiamat, examine the bell when it swings close to the left side of the stairs to cross over to the other side.

12. Armory – Gargantua is in this room. You will need the Armory key to unlock the door to this area. There is a hidden Ultima Draw Point in the lower left hand corner of the screen.

17. Dungeon – The Red Giant will appear in this room after you grab the key from the skeleton's hand. There is a hidden Full-Life Draw Point in the grate on the far wall.

19. Outdoor Walkway – There is a Cura draw Point and a valuable Save Point in this area.

24. Veranda – Krysta lies waiting for you in this area. You will need to have someone standing at the switch point in the 1F Chandelier room in order to keep the chandelier at Chandelier 2F steady enough to cross over to the door on the far side.

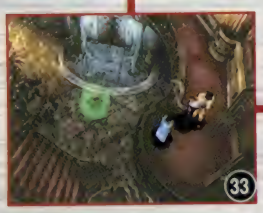
25. 1F Library – Examine all of the 2F and 1F Library paintings before examining the painting on the wall. Select the names Vividarium, Intervigilium, and Viator to make Trauma appear.

27. Treasure Chamber – You need the Treasure Room key to get in here. Mess with the boxes to make them all open and Catoblepas will materialize. Don't get excited. There is no treasure.

29. Wine Cellar – Tri-Point is in this area. To fight him you will need to bust open the trap door in the 1F Chandelier room open by getting on the chandelier at the Chandelier 2F area and falling on it.

31. Bell Room – Examine the rope on the lower left to make Omega Weapon appear in Organ Room A. You will need to have a party at the switch point by the fountain in order to make it to Omega before your minute is up. You should definitely save your game before even attempting to defeat this boss as it is the nastiest critter in the entire game.

35. Entrance 2F B – Run up the stairs to fight Sphinxara for an ability when you first enter the castle.



1. Castle A
2. Castle B
3. Clock Tower E
4. Clock Tower D
5. Clock Tower C
6. Tiamat
7. Ultimecia
8. Waterway
9. Bridge
10. Clock Tower A
11. Clock Tower B
12. Armory
13. Organ Room B
14. Organ Room A
15. Fountain
16. Metal gate
17. Dungeon
18. Floodgate
19. Outdoor Walkway
20. Castle C
21. Storage Room
22. Elevator Room
23. 1F Chandelier
24. Veranda
25. 1F Library
26. 2F Library A
27. Treasure Chamber
28. Castle D
29. Wine Cellar
30. 2F Chandelier
31. Bell Room
32. 2F Library B
33. Castle E
34. 2F Entrance A
35. 2F Entrance B
36. 2F Entrance C
37. 2F Library C
38. Castle F
39. 1F Entrance

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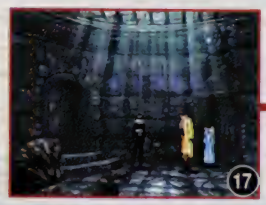
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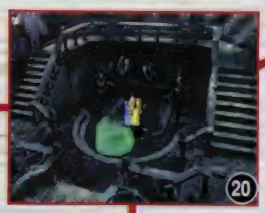
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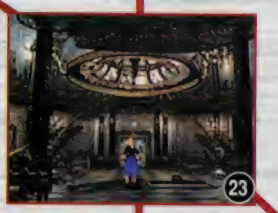
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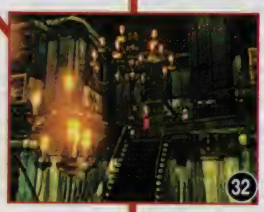
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The final sorceress will have a serpent shaped tail. She is actually a pretty decent boss compared to the hordes of weenie sorceresses that you just fought, but you still shouldn't have too many problems. Just use Aura to hit her with Limit Breaks until she goes down. If you are in need of Flare or Holy spells, now would be a good time to get them.

Following some more dazzling "time/space continuum unspun" effects, you will find yourself at the orphanage as it used to be. Go inside and go out back to get to the beach. Approach the beach and a time shift will reveal a grim scene from the future. Apparently Ultimecia has become a problem for more than just the SeeD of the past, as there are several bodies of future SeeD members here. A cutscene shows Ultimecia's castle off in the distance. Follow the left wall of this area to get around behind some rocks and get to the next screen. Move forward past more fallen SeeDs and you will get to a gigantic chain. Run up it. In the next area there are three glowing portals to the left of the chain. You can jump over these by facing to the left and using the examine button. These portals will allow you to get back to the overland map. You will still be able to access most of the side quest areas, but all of the towns will be encased in some kind of energy barrier that will not allow you to enter.

Last Chance For Side Quests

The farthest portal will allow you to get to the Holy Chocobo Forest. Just head West after going through the portal. Hug the Northern coastline and mountainous regions and you should find it easily. Enter the forest and you will be able to ride the Chocobo found here. Use the Chocobo to run down the shallow waters on the East coast of this continent, all the way down to the southernmost continent. By crossing the area where these two continents are closest to one another, you can get to the shallow waters surrounding the Southern continent. Run down the East coast and keep on going until you get to a beach that will allow you to get on the continent. Bring up the world map with the Select button. There is a flashing red dot signifying the location of the Ragnarok. By taking the pass through the mountains to the East, you can get to the desert and find the Ragnarok. This will allow you to hit most of the side quests in Chapter 8.

Ultimecia Castle

Continue going up the chain until you get to the front gate of the giant castle you saw back on the beach. Save your game and walk up the stairs. The rest of your party will join you. The Party Select screen will pop up. Choose your party and then, before doing anything, junction and heal them up to max HP. Continue walking up the stairs to the door and it will open a crack. When you get inside, a message will tell you the following abilities have been sealed: Item, Magic, GF, Draw, Command Ability, Limit Break, Resurrection, and Save.

Fortunately, this doesn't mean that all of your junctions have ceased functioning. You can make up for your total lack of healing ability by status junctioning Drain and equipping automatic abilities like Auto-Potion. In order to get your abilities back you will need to fight through eight different bosses hidden throughout the area. After defeating each one, you will be given the option to choose which ability you wish to have unsealed. For the first three abilities we recommend that you unlock Magic, Limit Break, and then Resurrection. The rest are up to you. If you've been having trouble with bosses up to this point, you'll probably want to get Save next.

Ultimecia's Castle is a gigantic area with a large number of puzzles to solve. There are plenty of random monsters in Ultimecia Castle. In fact, we believe that almost all of the monsters from the game are here. We were even attacked by the Oilboyle bosses as if they were regular enemies. We recommend equipping Diablo's' Encounter None ability before doing anything because getting interrupted by cannon fodder in the middle of an arduous task can be frustrating.

Fortunately, it won't be long before you unseal your first power. Run up the stairs directly in front of you. You will see the Sphinxara at the top. Keep on going to the next area and a fight will begin.

Boss Battle:
SPHINXARA

There really isn't much to this boss. Its only special ability appears to be summoning Jelleyes to its aid. They didn't make this boss too hard for a reason. Just keep on pounding on it until it goes down. If it summons a Jelleye, you should be able to take it out with one or two hits at this point in the game. When Sphinxara starts getting low on Hit Points, its mask will fall off. Don't let up and you will be able to reclaim a power in no time.

When Sphinxara falls, take Magic as your unseal. This will allow you to heal characters between battles and remove status effects. Be extremely careful not to allow anyone to get KO'd until you get the ability to resurrect your characters again. If someone does get knocked out, head back to the first area and walk into the green circle. You will be able to switch party members here. There are more of these circles throughout the dungeon, but you will only be able to use them to switch party members around if everyone is present. You will always be able to switch over to another party's location.

Heading to the Library

MAP 24 – 35 36 31 25

Head to the right to get the next area. Go down and take another right to get to the area after that. Continue right and go down the stairs. Enter the door on the far wall to get into Library 1F. On the left wall, there is a painting that you will have to recite the name

of in order to get another boss to appear. Start off by examining all four paintings on the first floor (not counting the one you have to name). Now head up the stairs to the Library 2F.

Boss Battle:

TRAUMA

This boss is relatively easy until it starts summoning its little friends. Hit these little fellows first since they are capable of using the same Pulse Cannon attack as Trauma, and the boss will automatically drain Hit Points from them before dying. The key to defeating this boss is speed. It is relatively slow and you will be able to get a ton of attacks in before it dies.

After defeating Trauma, take the Limit Break power. It may seem risky not jumping for the ability to Resurrect, but Limit Break will allow you to dispose of the bosses much more quickly and efficiently than before. As long as you keep on healing yourself between battles, you should be fine.

To the Dungeon

MAP 24 – 25 20 18 17

Go through the door on the forward wall of the library. From the next area, head down the stairs on the left. When you walk into this room, a door will slam shut behind you. Walk up to the skeletal figure in foreground and examine the object hanging from its hand. You will acquire the Prison Key and the Red Giant will appear behind you.

Boss Battle:

RED GIANT

If you attempt to do physical damage to this boss, it will laugh at you, saying that physical attacks are worthless. Cast Aura on Irvine and use his AP Ammo Limit Break to drop the surly varlet in two rounds. Who's laughing now? If you don't have Irvine in your party, hit the Red Giant with Demis until you're doing around 2,500 points of damage. Blast it with Diablo to finish the job.

After completing this battle, it's a good time to pick up the Resurrect ability. Use the Prison Key to open the door you came in from and go back to the previous area. Go up the stairs and switch to your other party who is waiting at the beginning of the dungeon. DO NOT forget to do a junction exchange with everybody and heal your second party up.

To the Wine Cellar

MAP 24 – 39 35 30 23 29

Head up the stairs you took to get to the Sphinxara and keep on running to go through the door at the top. You will be on top of a ruined balcony overlooking an old chandelier. Go to the edge of the balcony and hit the examine button to jump onto the chandelier. Stay on it for a little while and everybody will fall down to the next floor. Doing this will cause the rusty latch on the trap door to break.

Examine the trap door to go down. Before running down the stairs in the next area, make sure everyone has Thundaga junctioned to their elemental defense. There is another boss at the bottom of the stairs. Go directly underneath it to fight.

Boss Battle:

TRI-POINT

If you have Thundaga junctioned to every characters' elemental defense, this boss is no sweat. It does have an immensely powerful physical attack that it uses on occasion. Fortunately, all you have to do is hit it to heal up since it almost always counters with a powerful electric attack that will be absorbed by your Thundaga defense junction.

To the Bridge

MAP 24 – 23 15 14 9

When you're done with Tri-Point, head back up the stairs to the previous area. Go through the door on the forward wall to get to the Fountain area. Continue on through the door on the far wall to get to Organ Room A and then head over the right and up the stairs. Cross the bridge until you see a small object fall off of it.

Head back to Chandelier 1F (Map 24 - 23) and go over to the green party change area. When you step on the circle, a message should tell you that the lever has been depressed. If you leave the area, the lever will return to its normal position. Ignore this for now. Switch back to the first party. Junction and heal up. Run down the stairs to get to the room that leads to the prison. There will now be a glimmering object in the stream to the right. Cross the bridge and examine it to pick up the Armory Key. Use the key to open the door right behind you and enter the next area. You will see a Revenant's head at the end of the corridor. Approach it to begin a new boss battle.

Boss Battle:

GARGANTUA

This battle begins with the old Lefty, Revenant, and Righty combo. Silence the Lefty, Blind and Silence the Revenant, and then Blind the Righty. Equipping a Pain status attack for at least two of your members is a good idea before getting into this battle. Irvine's Dark Ammo Limit Break is another good way to go. After you have defeated the almost helpless trio, the Revenant's true form will be revealed when Gargantua suddenly pulls itself up out of the ground. Once again, Irvine's AP Ammo

attack works wonders on this enemy. It is a relatively tough boss compared to the rest, but it shouldn't be too much of a threat as long as you keep your HP above the 50% mark. Even if Irvine isn't in your first party, the best way to handle Gargantua is to cast Aura all around and beat the tar out of him with Limit Breaks until he goes down.

After you've defeated Gargantua, run back out to the green switch point in Castle C (Map 24 - 20) Switch over to the second party here.

To the Elevator Room

MAP 24 - 23 38 39 35 34 33 28 22

Run over to the left door to exit this area. Head down the hall and take a right. This will get you back to the entrance room. Head up the stairs and then go left when you get to the next area. Go through the door on the left side.

Take the stairs down to the first floor and go through the door on the forward wall. Go all the way down this corridor and walk through the door on the far end. Run in and stand on the green switch point. Switch back to the first party.

To the Elevator Room

MAP 24 - 20 19 22

Go up the stairs to the left and head through the left door. This will put you on a walkway outside. Head all the way to the left, across this walkway, and you will eventually find your way to the same room that you just left your companions, but you will be on a balcony on the second floor. Step out to the elevator and the second party will be lifted up to the balcony on the other side. Switch to the second party and walk through the door to the left. There is a shiny Floodgate Key in the middle of this room. Pick it up. Head back out the door to the right and get back on the pulley elevator.

Back to the Floodgate

MAP 24 - 22 28 33 34 35 36 31 25 20 18

Switch back to the first party and walk off of their elevator. This will drop the second party back to the floor. Head down to get back to that long corridor. Run all the way down to get back to Castle E and go up the stairs. Exit through the door on the right.

Head right in the next area and keep on going past the large door at the top of the stairs. Run down and to the right through the door in the next area. Go down the stairs and through the door on the forward wall to get back to the 1F Library.

Keep on trucking through the door on the far wall. Run down the stairs in the next area to get back to the flood gates where you fished that Armory Key out of the water. Just to the right of the left door, there is a lever with a large key hole in it. Examine it and the brace will come off. Examine the lever again to close the flood gate and the two streams will dry up. Run back up the stairs to get to the previous area and change back to the second party at the switch point.

Take the same route that the previous party did until you get to the door at the top of the stairs at 2F Entrance B. Go through the door and take the chandelier ride down to the area with the trap door in it. Go through the door on the forward wall to get to the area with the fountain.

To the Treasure Chamber

MAP 24 - 18 20 19 22 28 27

The fountain has dried up and there is a shiny Treasure Vault Key in it. Grab it and switch back to the first party at the green circle by the fountain. Head up the stairs to the left again and exit the area through the left door. Run left across the outdoor walkway to get back to the elevator room. Hop on to the elevator to get down to the first floor. Head down to get back to the long corridor. About halfway down the corridor examine the wall to the left.

The first party will use the Treasure Vault Key to unlock the door here. Enter this new area. Mess around with boxes here until you get all four of them to open up at the same time. This will cause Catoblepas to appear.

Boss Battle:

CATOBLEPAS

Catoblepas is weak against Water and Earth. Using Water junctioned elemental attacks, we took this boss down with one Renzokuken with no special and two physical attacks. It was almost disappointing to see such a cool looking boss go down so quickly.

Exit the area and head down the corridor to get to Castle E, the area with the spiral staircase and the switch point. Change over to the second party, who should be back at the fountain. Head down to get to the area with the trap door. Go over to the switching point and the lever will automatically get depressed again. This will hold the chandelier in place. Switch back to the first party. Run up the spiral stairs and through the door on the right. Head up to the large door at the top of the stairs and go through it. This will get you back to the chandelier. It won't shake when you step on it this time. Run along the right side of the chandelier to get on the stairs on the far side. Run up them and go through the door.

You will be standing toe to toe with a new boss. Approach it and the fun begins.

Boss Battle:

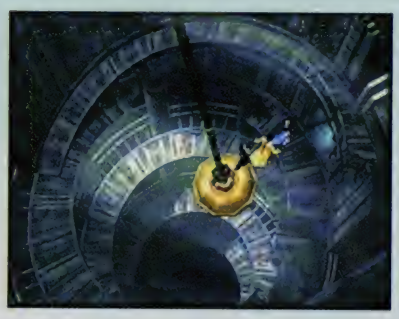
KRYSTA

Make sure you don't have Blizzaga equipped to your elemental attack as Krysta is immune to it. Krysta's counterattack can be pretty vicious, but it is a fairly slow boss. It's better to use your first rounds of action to cast Aura on everyone and then attack Krysta with Limit Breaks. If Krysta doesn't go down right away, be sure and have everybody heal up as this boss will cast Ultima right before it dies.

Going After Tiamat

MAP 24 –
24 30 35 39 38 23 15 14 9 10 11 5 6

We recommend you select Save as your ability if you haven't already after defeating Krysta because the last boss is a bit nastier than its predecessors. Head all the way back across the chandelier through the door and down the stairs to the Entrance. Go left to get to the next area. Head down the corridor and take a right to the next screen. Go through the door on the far wall to get to an area with a fountain.



Go through the door on the far wall to get to a room with an organ. Head over to the right and go up the stairs to get to a bridge. Cross the bridge and enter the door to the upper left. You will be at the bottom of a very long spiral staircase. Keep on going up until you get to an area with a bell swinging back and forth. Get on the left side of the bell and hit ✖ to jump over to it when it gets close. The party will jump on and swing on the bell to the other side. Go through the door and you will find Tiamat. Make sure you have full health before approaching this boss.

Boss Battle:

TIAMAT

Tiamat has an incredibly deadly attack called Dark Flare that can do up to 8,000 points of damage. Once again though, this boss is very slow, plus it likes to spell out the words Dark Flare before using the attack. Whip out the trusty Aura spells to do massive amounts of damage before Tiamat gets a chance to use this attack.

Going After Ultimecia

MAP 24 – 6 5 4 3 2 1 7

Once you defeat Tiamat, all of your abilities will be freed up and you will be ready to take on Ultimecia. Head back inside the Clock Tower and jump across using the Bell again. Head all the way up to the top of this tower and take the stairs that lead off to the right.

Head right and then down to get on the outer face of the Clock Tower. Run left to cross the hour and minute hands over to a ladder. The party will get on it automatically. Keep on climbing down until you get to a long walkway leading off to a structure in the distance. Head towards the structure and you will eventually get to an area right in front of it with a Save Point. This is the entrance to Ultimecia's throne room and the final boss battle of the game. It's probably a good time to save your game.

The Final Battle

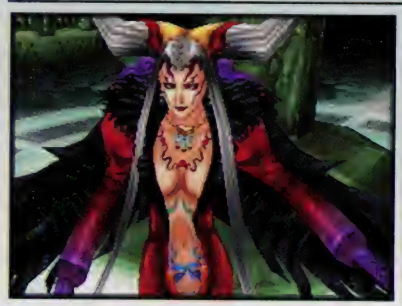
There are two different approaches to tackling the final battle. When you enter Ultimecia's Throne Room, she will randomly pick three of the six characters in your party to begin the battle. You can attempt to compensate for this by spreading your GFs and junctions between all of your six characters or you can focus on three. We opted to put all of our money on Squall, Irvine, and Rinoa since these three have the most powerful Limit Breaks in the game.

When you pull it off, Squall's Lion Heart will do an absolutely incredible amount of damage to enemies, and it has the potential to slay the first few incarnations of Ultimecia outright. Irvine's attacks are reliable. You always know that he's good for at least 16,000 points of damage, and that's on a bad run with his second best ammo type. Rinoa's final Limit Break, the Wishing Star, while corny, is probably the second most destructive Limit Break of the game, and her Invincible Moon will make the party completely immune to all attacks for a pretty lengthy period of time. The only disadvantage is that the party won't be able to cast any support magic on themselves for the duration. However, if you get lucky and Rinoa uses Invincible Moon right after Squall gets damaged into the yellow, he will have a number of free shots at pulling off a Lion Heart.

Enough talk. On with the battle. Update your junctions and heal your party up before going inside. When you enter, Ultimecia will tell you what she has in store for you. It's definitely not worth losing this one. The fight begins.

Boss Battle:

ULTIMECIA



Ultimecia starts off pretty weak. Use this brief time of grace to get your party fully Doubled and Tripled with Cerberus, then cast every support magic in your inventory except for Protect and Shell. Protect is pretty much a waste of time as there will be very few physical attacks (if any) made on your characters, and Shell greatly decreases the amount of damage you can heal with Curaga. Save the Aura spell for last, as its duration is pretty short and you will want to get every Limit Break you can from it. The moment you cast Aura, start going nuts with the ● button to switch between characters until you get a Limit Break. It shouldn't take more than two Limit Breaks to finish the job.

Ultimecia will eventually back off and summon her own personal Guardian Force, Griever.

Boss Battle:
GRIEVER

Griever is a much more serious contender than Ultimecia, but taking him out shouldn't be too much trouble. Be absolutely sure to heal your party members whenever you take damage because Griever will cast a vicious spell that does anywhere from 4,000 to 5,000 points of damage to your characters right before it is defeated.

Griever will crumple up into a ball and Ultimecia says that she will junction herself to it. A grotesque amalgamation of the two will rise up to attack you.

Boss Battle:
GRIEVER/ULTIMECIA

Quickly heal your characters with Curaga. Using the Triples you got from Cerberus, you should be able to bring everyone back up to snuff in one round. Continue renewing Aura whenever it runs out in order to continue nailing this boss with Limit Breaks. If Squall is in your party at this point, keep on using him to wreak havoc with Renzokuken, and hopefully Lion Heart, while you use the other two characters for support. You will want to defeat this enemy as soon as possible since one of its attacks completely destroys one spell type in your inventory. If it hits the right spell, it could do some serious damage. Losing all those Full-Lifes you ought to have junctioned to your Hit Points by now would be devastating. Continue hitting Ultimecia/Griever with Limit Breaks until it appears to have been destroyed. The boss will lose its lower torso, but keep on fighting. Fortunately, it seems to have a lot fewer Hit Points than it did the first time and should go down soon enough.

When you have finally destroyed Griever/Ultimecia, a massive display of lighting effects will dazzle the eye. Just when you convince yourself that the battle must be over now, the screen goes dark and Ultimecia reappears as some kind of bizarre biomechanical monster. When the next battle begins, pause the game and start making some popcorn.

Boss Battle:
ULTIMECIA 2

Usually Ultimecia kicks off the first few rounds by repeatedly using an attack that reduces the entire party's Hit Points down to one. If you're in a gambling mood and you have both Rinoa and Squall in your party, use both of their Limit Breaks right away. If you get lucky, Rinoa will do Invincible Moon and the battle will pretty much be over from the very start. Squall will have plenty of time to get around to hitting the boss with Lion Heart. After about five rounds of Limit Breaks, you may want to start healing everyone up again as the invulnerability should be wearing off soon. Fortunately, Cure spells are one of the few spell types that continue to work on characters that have been made invulnerable. Hit a couple of Lion Hearts and Wishing Stars, and this battle will be over in no time. If you don't get the invulnerability, just use your other two party members to keep on supporting Squall with Aura spells and healing. If someone gets KO'd, just use a Full-Life spell to bring them back to full HP.

When Ultimecia finally perishes, wipe the sweat off of your brow and kick back with that popcorn you just made for a cinematic experience that will boggle your mind. There is a brief recurrence of that horrendous pop song, but the visuals are so beyond belief that even we forgot to get irritated by it. If you thought FFVII had a killer ending, you're in for a treat.

Chapter 8
The Side Quests

Unfortunately, constraints on space, time, and sanity haven't allowed us to do up the side quests with plenty of maps and pictures, but we did try to cram all of the important ones in. Expect to see some more strategy on FFVIII in the November issue of Game Informer.

WEAPONS

Some of the bosses on the following quests can be pretty challenging. You'll want the right tools for the job. To upgrade to the top level weapons, you will need to get your hands on a number of rare items. To keep it short and simple, we've provided a list of all the items you'll need and where we found them

Adamantine: Mugging the BGH251F2 on the two occasions you fight it should get you Adamantine. Unfortunately, you will need a total of 3 pieces to upgrade all of your weapons. It would stand to reason that mugging or defeating Adamantoise would win you Adamantine, but we haven't even encountered this enemy yet.

Curse Spike: Defeating Malboros will sometimes get you ten of these.

Dino Bone: Use Card Mod on one Armadodo or 2 T-Rexaur cards, or Mug one from T-Rexaur.

Dragon Fang: Defeat a Blue Dragon. They can be found in the snowy forests next to Trabia Garden.

Dragon Skin: Mug or defeat Anacondaur. Sneak past the guards in Dollet to get back to the path leading up to the comm tower or just fly the Ragnarok up to the mountain behind Dollet.

Energy Crystal: Defeat Elvoret in the streets of Esthar City after the Lunar Cry. Many other powerful enemies will give you this item as well.

Force Armlet: We had to use Eden's GFAbl Med-RF technique to convert 10 Mag-J Scrolls into a Force armlet. You can purchase Mag-J Scrolls at the Esthar Pet Shop.

Fury Fragment: Mug or defeat Blue Dragons. You can find them in the Snowy Forests of Trabia.

Malboro Tentacle: Mug or defeat Malboro. They can be found on the plains of Esthar (very rare) prior to the Lunar Cry or in the forests on the northern tip of the eastern peninsula to the north of Esthar.

Moon Stone: Mug Elvoret in Esthar City after the Lunar Cry.

Pulse Ammo: Use Ifrit's Ammo Refining ability on Energy Crystals or Laser Cannons.

Regen Ring: Defeat Mesmerizes. You can find them in snow and tundra areas.

Sharp Spike: This is a pretty common item. Defeat or Mug Grand Mantis on the Southern Continent.

Star Fragment: Mug from Iron Giants in Esthar after the Lunar Cry.

Screw: Mug, Defeat, or Card Mod Geezards for this common item.

Windmill: Defeat Abyss Worms in the desert on the Eastern side of the Southern Continent.

HIDDEN GUARDIAN FORCES

There are four more "regular" GFs to be found in addition to the ones mentioned in the walkthrough and one GF that you will not be able to junction, but who will come to your aid during random battles.

ODIN

Odin is one of the few really cool Side Quests you can get to before you get the Ragnarok in Disc 3. Examine your map. Just North of the Southern Continent, you will see the shattered Centra Continent. Go to the largest landmass of the five to the Southeast and explore the lower part of it to find some old Centra Ruins.

Junction your characters and equip Diablos' Encounter None ability before going inside. When you enter the area, you will see a timer counting down from 20 minutes. Just keep on moving forward and up the stairs. Eventually you will go further up on a large hovering block of stone. You will get to an area with two ladders. Take the left one and climb up until Squall gets off at a window. Walk inside and activate the device by examining the far wall.

Leave and head back down the ladder until you get to the bottom. There is podium here with a stone that is now glowing. Examine it to make a spiral staircase appear around the tower. Run up the staircase and keep on going until you get to a dark area with a locked door and a ladder going up to the left of it. Climb the ladder up and you will see a statue with one red eye. Examine it and take the eye when you're given the option.

Head back down the ladder and continue running up the stairs to the right. You will get to the roof of a tower. Climb the ladder to get all the way up to the top and you will find another statue. This one only has its left eye. Put the right eye in by examing the statue and say no to the rest of the options. This will give you a five digit code. The code is random, so write it down somewhere if you don't think you'll be able to remember the numbers for a minute. Take out both eyes and head back down the stairs. Climb the ladder to the left again.

Put both eyes into the statue here and a torch on the right will start burning. Input the code by pushing to the right and left with the d-pad, and up and down to select what digit you want. When you're done, hit ▲. If the code is correct, the door down below will open. When you enter this door, you will get into an unusual boss battle with Odin. To get more time, go all the way back to the beginning of this dungeon and go outside. Enter the ruins again, the timer will have restarted but all of the progress you made before will remain. Just run back up and go through the door. Odin won't attack you for the duration of the battle. Just hit him until he goes down. We even had time to draw a hundred of the immensely powerful Triple spells for each character and defeat Odin with plenty of time to spare.

GILGAMESH

If you have Odin when you attack Seifer for the last time, Seifer will cut him in half and he will be replaced by Gilgamesh. Gilgamesh will occasionally appear to attack bosses and randomly encountered enemies. His attacks are different, depending on which of the four swords he picks up.

TONBERRY KING

This GF will give you an edge at the item shops and has a number of other useful skills to boot. To get him, you will have to go back to the Centra Ruins where you acquired Odin and disable Diablos' Encounter None ability. You will continuously be attacked by Tonberries. These little creatures have the same attacks they did in FFVII. They will slowly walk up to you until they get close enough to attack you with their knife, which will do massive damage or just slay a character outright. They also have an attack called Everyone's Grudge that does 20 points of damage (regardless of defenses) for every kill that a character has achieved. Squall is obviously the most vulnerable character to this attack. You will need to kill 20 Tonberries in order for their king to make an appearance. The best way handle them is to have Irvine in the party at low health. Keep on using his Armor Attack Limit Break (AP Ammo) and you should be able to take the Tonberries down before they get close. If he starts running low on ammo, just use Ifrit's Ammo Refining technique on all of those Chef's Knives that you've been picking up. When Tonberry King finally shows up, continue to use Irvine or Squall's Limit Breaks in order take him down. Make sure you only have one character at a low Hit Point count, however, as Tonberry King will occasionally stomp its feet, causing a heap garbage to hit all of your characters causing 2,000 to 3,500 points of damage. We've seen his knife attack do anywhere from 2,000 to 5,000 points of damage. We don't recommend taking him on until you have at least 8,000 Hit Points for everyone in your party.

JUMBO CACTUAR

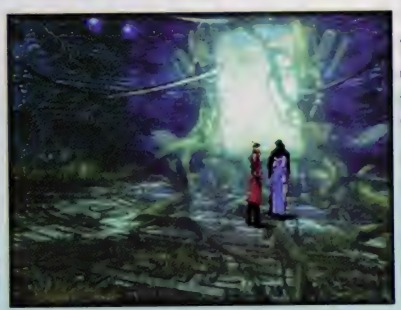
You will need the Ragnarok in order to get this wacky GF. To find him, fly over to the easternmost tip of the Southern Continent. There is a small desert island just off the coast to the Southeast. Land on a rocky patch and walk towards the cactus that pops out of the sand from time to time. You will enter into a battle with the goofiest boss in the game. Jumbo Cactuar has been hailed as one of the most difficult and lengthy bosses to battle by people who played through the Japanese version of FFVIII. He is in fact one of the easier GFs to defeat if you know his secret. We think he might actually be invulnerable, but he hates getting hit in the head with Renzokuken. Enter the battle with plenty of Aura spells or just have Squall come in with really low Hit Points. Whenever Jumbo Cactuar hits someone with the Thousand Needles attack, use Full-Life to bring them back unless it's Squall, in which case you should just use Life. This should keep his Hit Points low enough that he can continue using Renzokuken. We hit Jumbo Cactuar about ten times with this attack and he just fell down. When we attempted to take this boss down without using Squall's Limit Break on the Japanese version of the game, we kept on hitting it for a good six hours without defeating it.

Special Note

Jumbo Cactuar's Island is an even better place to upgrade your GFs than the desert to the North as you will fight nothing but Cactuars here. Return here when you've acquired Bahamut and Eden and you should be able to max out their abilities in no time.

BAHAMUT

Before going on this quest, you will want to be at least up to 8,500 HP for each character and have a few Aura spells as well. Be sure to save your game. No, really. Save your game. Go to the Southwestern corner of the world map. If you don't see the Deep Sea Research Center, just turn the Ragnarok until you do. Fly over the landing pad in the middle of it and hit ✖ to land. Head down the path and to the right to enter the complex. The rate of encounters inside the complex is insane. Using the Encounter None ability will slow down the rate that you get attacked by a marginal amount, but you will still be accosted by Anacondaurs, Buels (which frequently cast Death at higher levels), Bombs, and Blood Souls every few steps or so. We got so sick of fighting these guys that we finally threw our pride out the window and just started running away. Just keep on heading to the right.



You will need to cross the two vines trailing off of the glowing column in the middle of the room. When you finally get across the vines and are standing near the column, you will need to wait for it to stop glowing for a moment and walk towards it. Make sure you have Firaga and Tornado junctioned to your elemental defense for this next battle. If it begins glowing before you make contact, you will be attacked by more enemies. If you make it to the column in time, a strange voice will talk to you and you will be attacked by an extremely high level Ruby Dragon.

The Ruby Dragon's deadliest attack is its Breath Attack, which will cause a good 4,000 to 5,000 points of damage to every character in your party. They are also fond of casting Wind and Fire elemental magic, and will occasionally cast Meteor. Don't bother

summoning Guardian Forces with less than 5,000 Hit Points as the dragon will usually take them out immediately with its Breath Attack. Cast Double on every member of the party and start blasting this boss with Double Demis. Use Curagas whenever a character's Hit Points drop below 6,000. You will do 9,999 damage for a while and then the amount will steadily drop. Keep on nailing the dragon with Demis until you're doing around 1,000 Hit Points of damage to it. This will mean that the Ruby Dragon is down to about 4,000 Hit Points. You should be able to finish it off with physical attacks relatively quickly. A good Limit Break will finish the job in one round.

After the battle is over, there will be another conversation. Select the second option, "Never," and you will be back-attacked by another Ruby Dragon. If you're lucky, it will use one of its spells to attack you. If you're not, it will use its Breath Attack before anyone gets a chance to do anything and slay the entire party. To our knowledge, there is no reasonable defense against this. We had Jumbo Cactuar's Initiative skill equipped once and the Dragon hesitated for a moment, allowing us to get one character turned around, but this doesn't always work. This is why we were so vehement about saving your game earlier. If you don't get slain right off the bat, use the same strategy that you used for the other Ruby Dragon.

Special Note

You will get very few opportunities to Draw the Meteor spell. If you think you can handle it, we recommend drawing Meteors to maximum capacity from one of these Ruby Dragons.

After the second dragon, the mysterious voice will ask you why you fight. There are two visible dialogue options and an invisible one below them. Just press down on the d-pad to get to this invisible option and select it. We've heard a lot of people say that they had to fight three dragons before they got to this option. We only had to fight two. If you don't get the third option after the second dragon, keep on fighting until you do.

After a brief dialogue with the mysterious voice, a boss battle breaks out with Bahamut himself. Bahamut is pretty tough, but if you were good enough to take down the Ruby Dragons, you shouldn't have too much trouble with this boss.

Our strategy is the same as always. Demis won't work on Bahamut, so get Irvine or Squall on those Limit Breaks and kick the tar out of it. Bahamut does have some heavy duty attacks so be sure and keep the party in good shape.

EDEN

Once you've defeated Bahamut, the glowing pillar in the middle of the room will disappear and be replaced by a large hole. Go back outside and enter the Ragnarok. When you get to the overland map, hit ● to get to the cockpit and talk to everyone in your party. Make sure Zell is in your party and talk to Irvine to get back to the overland map. Hit ✖ to land back at the Deep Sea Research Center. Go back inside. For some unfathomable reason, debris has fallen across the hole. Use the debris to get to the other side and Squall will automatically grab onto a large mass of cables and wires. Press down to get to the level below.

There is a panel in the floor that you will need to open. Examine the device on the wall to the right and a computer will inform you that you have to select how many units of steam power you're going to use in order to open the door. Select Four and the panel will open. Enter it from the left and you will go down some stairs to the next level. There are four more levels where you will need to select how many steam units you're going to use. Examine the computers on each level and you will be prompted for the number. Select 2 units on the first level, 2 units on the second level, 1 unit on the third level, and 1 unit on the final level. Take the elevator from the last level and you will get to an area with a large metal door. Examine the computer here and it will tell you that you need more units to open the door. Zell will chime in and tell you that he's good with machines. Let Zell do his thing and he will pop the door open by flipping out and beating on the machinery.

The next area is in a cavern. Just keep on running down until you get to the bottom. Again, Encounter None will slow down the encounter rate, but there will still be plenty of enemies to fight including Iron Giants and Ruby Dragons, so be prepared. When you get to the bottom you will see a pool of water and a large crane mechanism. Examine the machine and pick the first option to fight Ultimate Weapon

Boss Battle:

ULTIMATE WEAPON

Before doing anything else, Draw GF Eden from this boss. Ultimate Weapon is probably the nastiest critter you've faced yet, but it's nowhere near as dangerous as the weapons from FFVII. It has a number of attacks that hit every member of the party for several thousand points of damage and a beam attack that will do 9,999 points of damage to a single character. Don't bother with Cerberus at the beginning of the battle, as your characters will probably all get KO'd at one point or another and their Double/Triple status will be lost when you resurrect them. It's not worth keeping one of your character's out of the action for that long. When you can, just have everybody cast Double on themselves instead. Begin by casting Aura on Squall and then continually upgrade the party with spells like Haste and Regen, remembering to always focus on keeping those Hit Points up. If you've acqired Squall's Lion Heart, use your other two characters to keep everyone in the party healed and statused up while he works Ultimate Weapon with his Limit Breaks. Eventually, he will break out the Lion Heart and that should be the end of it. Even if you don't have Lion Heart, the damage Squall pulls off with Renzokuken alone will take its toll after a while.

After defeatomg Ultimate Weapon, you will be free to roam off on your merry way with the most powerful Guardian Force in the game. Once you've gotten Eden's Summoning bonuses up to 40%, you will start doing 20 to 30,000 points of damage using the Boost skill. Eden's summons lasts for so long that Boosting his power up to 250% is easy. Eden is the only Guardian Force that can do over 9,999 points of damage.

CHOCOBO FORESTS

There are six Chocobo Forests around the world. To get the Chocobo card, you will have to go to each one of them and solve a puzzle. Talk to Chocoboy the first time you enter the forest to get a set of whistles and instructions on how to use them. The goal in each forest is to get all of the Chocobos to dissappear except for one. Talk to that last Chocobo and its mother will show up. Use the Chocobo Sonar again to explore the area. Once it starts to go off, use the Chocobo Ziner and the mother Chocobo will walk over and dig up magic stones for you. Do this at all of

the Chocobo Forests and then head over to the Holy Chocobo Forest to get a Chocobo Card.

Forest Locations

1. East of Trabia Garden
2. Near Edea's Orphanage
3. Next to Shumi Village on the continent to the Northwest of Trabia Garden
4. Directly South of the previous Chocobo forest on the Trabian Mainland.
5. Due South of Fisherman's Horizon
6. Southwest of Cactuar Island. Your view of it will be blocked by a mountain range.

The Holy Chocobo Forest is located directly to the North of the Lunar Gate on the Northern-most tip of the peninsula. The only way to get here is by taking a Chocobo from the area near Trabia Garden and riding East across the shallow waters of the bay until you get to a beach on the West coast of this area.

UFO SIGHTINGS

There are four areas of the world where you can spot the UFO.

1. Travel East of Timber to get to a beach. Run around until the UFO flies by with a large Moai Head.
2. Run around the area surrounding Winhill to see the UFO carrying off a cow.
3. Wander around the Northern part of the Eastern desert on the Southern Continent to see the UFO flying away with a pyramid in tow.
4. To the East of the Trabian Continent, there is a very narrow peninsula called Heath Peninsula. There is an island East of the Northern tip of this peninsula. Run around this area until you see the UFO flying off with something strange.

Once you have encountered all four of the UFO sightings, head up to the continent on Northeast part of the map. On the North-eastern tip of the continent you will find a large forest. Search for a small dome shaped cluster of trees (the Chocobo Holy Forest). Land the Ragnarok on the mountain just North of this area. Step out of the Ragnarok and you will fight a UFO. KO the UFO and head back to where Balamb Garden used to sit before it became mobile (the small island just South of Trabia). Make sure to equip one of your characters with the Item skill and that you have five Elixirs. Land next to the crater and wander around. You should run into PuPu right away. Use five Elixirs on him and he will give you the PuPu card. This will will fill that gaping hole in your level five cards that's been there for so long.

THE CARD QUEEN QUEST

There are certain cards that can only be acquired by going on the Card Queen Quest. To kick it off, intentionally lose one of your unique cards to her in Balamb. She will tell you that she is bored with Balamb and would rather head to Dollet. Go to Dollet and enter the Pub. Run up to the second floor and you will find her here. Talk to her and select the last option. She will tell you that she is looking for a Mini-Mog card. Lose it to her intentionally and she will tip you off to the location of someone with a unique card and then say that she is going somewhere else. Even if you know who the people are beforehand, you won't be able to win anything good from them until the Card Queen has told you who they are. Follow her around the world and lose more cards for information. You can get all of your cards back by playing the kid in the painter's house in Dollet.

GETTING MISSED CARDS

See page 120 for how to get back to the Ragnarok when you take the portals to the world map in Disc 4. If you defeated the CC, they will all be on the Ragnarok. Play them for any unique cards that you missed or lost. You should be able to get all of the cards except for PuPu.

To get any of the high level unique cards you missed or lost, you can play the Queen of Cards. Fly the Ragnarok down to the Southeastern tip of Esthar. Get out and continue walking south and you will meet the card queen standing by an escape pod from Lunar Base.

The Ultimate Guide For The Ultimate Game!

FINAL FANTASY VIII
OFFICIAL STRATEGY GUIDE

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EVERY GUARDIAN FORCE

ULTIMATE WEAPONS

HIDDEN QUESTS

SPECIAL ITEMS

SQUARESOFT

BRADYGAMES
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